

Codex: Knights Inductor

A fan codex written by Remoon101

The Knights Inductor are an unusual fleet based Astartes Chapter with a base of operations near the Halo Stars in the Aprior System. Due to long term isolation by Warp storms and subsequently being shunned by the Mechanicus, the Chapter is forced to rely on limited reverse engineering and the aid of stolen science from other races in order to keep their forces at an operational status. This technological deviancy has deprived the Knights of many of the latest Adeptus Astartes weapons and vehicles, such as the grav guns, centurions, hunters, stalkers, contemptors, and Spartan assault tanks but it has also granted them unique technology and wargear in return. It is in M41 as the Warp Storms surrounding the sector are blown away by the oncoming Tyranid Hive Fleet, allowing the Knights Inductor to tentatively join the greater Imperium once more, bringing stability and independent infrastructure to planets and systems as they go. Codex-wise, the original idea to portray the Chapter in a completely passive manner soon proved to be unfeasible and thus the Knights Inductor portrayed in this codex are represented as going all-out in situations where pulling punches would cause more harm in the long run than stopping a conflict with their more traditional methods. The grim darkness of war calls the Knights Inductor from the void, if you should answer the call....

DON YOUR CAMO CLOAKS, READY YOUR ARMS, LIGHT UP THE NIGHT!

Special thanks to:

EvilExecutive, Mirmidion43

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Introduction

Deep within the Eye of Terror lies the barren planet, roamed with magical storms. On its surface, the single city of crystal spires and pyramids holds the headquarters of the single smallest yet no less dangerous than any other legion of Chaos space marines - the Thousand Sons.

In a galaxy full of war and hatred Thousands sons seek not the revenge, wealth or territorial gains, but knowledge, as it is the only true power. In their quest they show no mercy nor cruelty, removing obstacles on their way with a cold calculated effectiveness. Immensely powerful sorcerers and their undying rubric golems roam the galaxy, split into small warcovens, searching for ancient artifacts and grimoires to study them and unlock their power. Often they find danger in their quest, often do the current owners of these artifacts refuse to part with them willingly. But even small covens of the Thousand Sons, numbering mere dozens of marines and only few sorcerers are still the force to be reckoned with. With subtle manipulations even a single Sorcerer can cause unimaginable damage, springing wars, that engulf entire sectors, but even when things come to direct confrontation, Thousand Sons can crush armies dozens of times their size with their powerful magic and unbreakable golems.

To discover the source of their power, one must travel ten thousand years back. Back then, Thousand Sons were one of the twenty great Legiones Astartes, created by the Emperor of Mankind to conquer the galaxy in his Great Crusade. Unique amongst space marines, their gene-seed had a side effect of unlocking the recipient's psychic potential, leading to the high number of psykers in the legion - some even claim that every battle brother of the Thousand Sons had some minor psychic powers.

Years passed, and restored Thousand Sons conquered worlds in the name of the Emperor with a Great Crusade. Known as a legion of scholars and psykers, they not only set the Imperium rule over the world they conquered, but also made sure those worlds legacy was preserved, sending many artifacts and books to their homeworld Prospero for study.

From their very founding, Thousand Sons were cursed with Flesh Change - a terrible mutation, which when manifested turned them into twisted mindless abominations. Many battle brothers were lost to it, before the Great Crusade found their lost primarch Magnus the Red. Magnus cured his legion, but unbeknown to all he did it only through striking a deal with a powerful Warp entity.

Along with the White Scars they created the institute of Librarians - psyker space marines, and after the idea had being proven useful most other legions set their own librariums. Not all had supported this idea, and more than other Leman Russ,

primarch of Space Wolves, and Mortarion, primarch of Death Guard. For long did the grudges between those two primarchs and Magnus boiled, until the Emperor decided to settle it one and for all. On the world Nikea he set a council of primarchs and imperial authorities, and despite many arguments for keeping the Librarians, he banned the use of psychic powers by the space marines, and disbanded librariums.

Broken and confused by this decision, Thousand Sons returned to Prospero, where they continued to practice their arcane art and study many artifacts they collected during crusade. Unbeknown to them, Magnus the Red discovered the treason of Horus, and used his sorcery to send a warning message to the Emperor. The spell he used backfired horribly, ruining Emperor's human webway project and causing daemonic invasion on Terra, and even more so, Magnus failed to persuade his father about Warmaster's betrayal.

When Space Wolves, sent to punish Thousand Sons arrived on Prospero, Magnus did nothing to alarm his legion or to stop Russ - more so he actively sabotaged the defense of Tizka, to ensure the burning of Prospero didn't end with a mutual destruction of both legions as the Warp entity, now known to him as Tzeentch, god of Change has planned. Despite the best efforts of his sons, lead by the first librarian Ahriman, Thousand Sons were decimated. As the last of his sons were ready for their final fight, Magnus changed his decision, stepped forth and challenged Russ into a duel. Despite his sorcery, the Crimson King lost, and at his final breath he pledged his allegiance to the god of Change to save the remnants of his legion.

With a single word of Power, Magnus' soul and all remaining Thousand Sons were moved to their new daemonic homeworld, now known only as a Planet of Sorcerers, and they eventually joined the forces of Warmaster to serve the schemes of their new patron, and hopefully avenge their fallen brothers.

As their now daemonic primarch stroke a new deal with Tzeentch, the Flesh Change returned, reaping heavy toil from already exhausted legion. As Magnus did nothing to stop this, Ahriman gathered the most powerful sorcerers of the Legion, and together they casted the Rubric of Ahriman – powerful spell, meant to cure the legion from mutations, and prevent new ones. This spell didn't work as intended, though. Those of the Thousand Sons, who had a high psychic power did g

Covert Guardians of the Imperium

This section of the book details the forces used by the Knights Inductor – their weapons, their units, the special characters that lead them to resolution, and the experimental technology they carry. Each entry describes a unit and gives the specific rules you will need to use them in your games. The army list section of the codex will refer back to these entries.

KNIGHT INDUCTOR SPECIAL RULES

A Knights Inductor army uses a number of special rules that are common to several units. These are collected and explained here, in full, for your convenience. Special rules that are unique to particular units are presented in the relevant entry instead. Other, more common, rules are simply listed by name – these are described in full in the Special Rules section of your *Warhammer 40,000* rulebook.

Indomitable Spirit

Knights Inductor possess an innate calmness and resilience of soul due to the nature of their gene-seed. However, being immune to hypnotherapy means that they must rely upon their own conviction, rather than a conditioned lack of fear...

A Knight Inductor unit with this rule may regroup normally even when under 25% unit strength. In addition, the unit has the Adamantium Will special rule.

Suppression Tactics

The Knights Inductor are masters of tactics that other Astartes brand dishonorable and cowardly. Camouflage, disruptive electronic warfare, and silenced weaponry are all frequently used to suppress the enemy with pinpoint fire.

A Knight Inductor unit with this rule gains the Pinning special rule when firing within 1" of cover and if firing at a target that is immune to Pinning the unit adds +1 to their Ballistic Skill to their attack.

Tactical Fire Teams

The twenty-four man standard squads are usually broken down into six or eight man fire-teams and twelve man demi-squads, each component trained to perfectly synch their fire with the other to deadly effect.

When one unit with this rule makes a Shooting attack at a target, put a Tactical Fire marker next to it which lasts until the end of the Shooting Phase. Other units with this rule may consume markers, though they cannot mark any of their targets in doing so. A unit with this rule may consume one marker in order to allow up to half its models (rounding up) to fire at the marked target as if using the Split Fire special rule

Ommissiah's Bounty

The Workshop Mechanicus' Cult Innovatus spares no expense on creating and testing their latest weapons and wargear. As such they have a number of dedicated units solely to the purpose of furthering the Ommissiah's glory, whom enjoy less restricted access to the vaunted Workshop armory.

Units that have this special rule take up an Experimental Wargear slot (see Experimental Infantry Wargear list for details), and additional Experimental Wargear in the unit does not count against the army limit for such.

WARLORD TRAITS

When generating his Warlord Traits, a Knight Inductor commander may either roll on one of the Warlord Traits tables in the *Warhammer 40,000* rulebook or roll on the table below.

D6	RESULT	D6	
I	LEADER OF "MANY": <i>The warlord employs electronic trickery to make it seem like his army has an overwhelming and rather demoralizing advantage over his enemy.</i> For the first turn enemy units except for HQs lose -2Ld. In the second turn they lose -1Ld.	IV	PERFECT AMBUSER: <i>The warlord has perfectly anticipated the enemy's movements and laid a supremely stealthy trap!</i> Nominate one unit in reserves and one piece of non-area terrain after deployment: the selected unit gains Deep Strike special rule and never scatters when deep striking onto the nominated piece of terrain. This must be written on a hidden note, revealed when you bring the unit in from reserves.
II	MASTER OF STALLING: <i>The warlord has orbital assets as well as additional forces do their best to impede enemy force movements in order to buy him more time.</i> All enemy reserve rolls take a -2 penalty in turn 1, and -1 in all other turns	V	SKILLED NEGOTIATOR: <i>The warlord's strategically formed words and calculated tone can cause even the most frenzied of enemies to falter, if only for a moment.</i> Enemy units within 6" of the Warlord and his unit use their lowest Ld value when making Leadership tests.
III	WATCHFUL DEFENDER: <i>The warlord takes no chances when fighting a determined, aggressive foe, and puts his Knights through strenuous "firing under duress" exercises to increase their firing reaction times.</i> Once per game, you can make a single unit from Codex: Knights Inductor roll Overwatch at full BS. However Blast weapons and weapons unable to fire Snap shots cannot be fired still. Units normally unable to fire may do so with any eligible weapon.	VI	BIG GAME HUNTER: <i>The warlord finds enjoyment in the casual hunting of the biggest and most dangerous targets on the battlefield.</i> The warlord and any unit he joins gains the Tank Hunters and Monster Hunters universal special rules.

ALLIES CHART

Though the Knights Inductor have a reputation for not being picky about their allies, however some of their relationships with the other factions are certainly worse than others. Below are the ally levels for each of the other game factions.

Army	Tau Empire	Farsight Enclaves	Inquisition	Grey Knights	Space Wolves	Blood Angels	Iron Hands	Black Templars	Adeptus Mechanicus / Skitarii
Ally Level	Allies of Convenience	Allies of Convenience	Allies of Convenience	Desperate Allies	Battle Brothers	Allies of Convenience	Allies of Convenience	Come the Apocalypse	Desperate Allies
Army	Imperial Knights	Sisters of Battle	Other Imperial Factions	Eldar	Tyrannids	Chaos Of All Types	Orks	Necrons	Dark Eldar
Ally Level	Desperate Allies	Desperate Allies	Battle Brothers	Desperate Allies	Come the Apocalypse	Come the Apocalypse	Come the Apocalypse	Come the Apocalypse	Come the Apocalypse

Knights Inductor Wargear list

These lists detail the points values of various items of wargear available to units in your army. Many unit entries in the datasheets that follow may include wargear options from one or more of these lists – in each instance, the datasheet will tell you (in bolt text) exactly which of these lists you may use. Rules for these items can be found in the Appendix.

Squad Issue Wargear pg xx

A unit or independent character may take any of the following as a single purchase (only one close combat weapon allowed):

- Stun grenades..... 2 pts/model
- Marksman auto-senses 2 pts/model
- Shock batons 2 pts/model
- Camouflage cloaks* OR LAM units..... 2 pts/model
- Specialized bolt ammunition 3 pts/model
- Shock maul 6 pts/model
- Astartes riot shield* 6 pts/model

Special Issue Wargear..... pg xx

A model can take up to one of each of the following:

- Melta bombs 5 pts/model
- Teleport homer 5 pts/model
- Electro-shackles..... 10 pts/model
- Seismic charge 10 pts/model
- Scrambler beacon..... 20 pts/model
- Aceso 25 pts/model
- Pulse clamp 25 pts/model

If not taking Terminator armor, a model may also take one of the following:

- Jump pack**..... 15 pts/model
- Space marine bike 20 pts/model

Ranged Weapons pg xx

A model can replace his bolt pistol and/or melee weapon with one of the following:

- Storm bolter 5 pts/model
- Mk40 plasma pistol 10 pts/model
- Combi-flamer, -melta, or -plasma 10 pts/model
- Stalker pattern boltgun 10 pts/model
- Astartes anti-materiel rifle 15 pts/model

Melee Weapons pg xx

A model can replace his bolt pistol and/or melee weapon with one of the following:

- Power weapon or Lightning claw 15 pts/model
- Power fist 25 pts/model
- Thunder hammer 30 pts/model

Special Weapons pg xx

A model can replace his boltgun or melee weapon with one of the following:

- Flamer 10 pts/model
- Meltagun 10 pts/model
- Mk40 plasma gun 15 pts/model

*May not be taken by models riding a Space Marine bike

**May not be taken by Techmarines

Heavy Weapons pg xx

A model can replace his boltgun with one of the following:

- Heavy bolter OR Multi-melta 10 pts/model
- Heavy flamer 15 pts/model
- Missile launcher (with Frag and Krak missiles) 15 pts/model
 - May also take Flakk missiles 5 pts/model
- Mk40 plasma cannon 15 pts/model
- Lascannon 20 pts/model

Terminator Weapons pg xx

A model wearing Terminator armor can replace his storm bolter with one of the following:

- Combi-flamer, -melta, or -plasma 5 pts/model
- Lightning claw 10 pts/model
- Thunder hammer 25 pts/model

A model wearing Terminator armor can replace his power weapon with one of the following:

- Lightning claw or Storm shield 5 pts/model
- Power fist 10 pts/model
- Chain fist or Thunder hammer 15 pts/model

Dreadnought Weapons pg xx

A Dreadnought can replace its Multi-melta with one of the following:

- Twin-linked autocannon 5 pts/model
- Twin-linked heavy bolter 5 pts/model
- Twin-linked heavy flamer 5 pts/model
- Mk40 plasma cannon 5 pts/model
- Assault cannon 10 pts/model
- Twin-linked lascannon 15 pts/model

Standard Vehicle Upgrades pg xx

A model may purchase the following:

- Dozer blade 5 pts/model
- Storm bolter 5 pts/model
 - May be loaded with specialized bolt ammunition..... 3 pts
 - Upgrade one Storm bolter to Cerberus launcher 10 pts
- Extra armor 10 pts/model
- Hunter killer missile 10 pts/model
 - Upgrade one Hunter killer missile to Skybolt missile 5 pts
- Camo netting..... 15 pts/model

Advanced Vehicle Upgrades pg xx

A model may purchase one of the following (secondary cost is for Land raiders, neither Land raiders nor Flyers may purchase Plating overhaul)

- Armored ceramite 15/25 pts/model
- Vehicular nanomites 10/25 pts/model
- Plating overhaul 20 pts/model
- Refractive shield plating..... 25/40 pts/model

Experimental Infantry Wargear List

From the forges of the Workshop Mechanicus come immensely powerful and unique pieces of wargear available for testing to a Knight Inductor army. All armies whose primary detachment consists of the Knights Inductor faction contains ONE Experimental Wargear slot in the Forge Organization. This slot may be occupied by any of the following upgrades. Units that have the **Omnissiah's Bounty** special rule take up an Experimental Wargear slot, but additional Experimental Wargear in the unit does not count against the army list for such. Additional slots are unlocked with Techmarines as described in their **Decree Innovatus** rule in the Techmarine datasheet

A model may take any number of the following, each taking up one Experimental Wargear [EW] slot

Armored Strategic System 30 POINTS

Deployed in advance by infiltrators or into the midst of active combat, these durable containers come to life to aid the Knights by sowing chaos within enemy ranks

This is an emplacement with T6 W2 Sv3+. Friendly scatter rolls for Blast weapons and Deep Strike within 12" roll one D6 less for scatter distance. It must be deployed either by Infiltration or Deep Strike. You must choose one of the three following types at the time of purchase:

Disruptor Array: Enemy units within 12" lose -2BS (to a minimum of 1) and do not gain re-rolls to hit or bonuses to BS from wargear or special rules

Signature Projector: Each time enemy units within 12" of the marker wants to Shoot or Charge it must pass a Leadership test at -2Ld (Ld8 for vehicles) or be forced to declare its attack or charge against the marker

Psi-Suppressor Pylon: This generates D3 Null Charges per Psychic Phase. Warp Charges cannot be generated nor powers used within 12" of the marker. Powers are automatically cancelled within this range as well

Damocles Pattern Mkl Power Armor 5 POINTS

This is the most recent experimental powered armor iteration currently being field tested, and the result of over two hundred years of redesign and testing. This is a modified suit of power armor incorporating the auto-gyro stabilizers and servo systems of Trooper armor, though still suffering from the same drawbacks of slowed movement.

This provides a 3+ armor saves and grants the Slow & Purposeful special rule

Graviton Grenades 15 POINTS

These incredibly difficult to manufacture grenades emit a localized gravitational field that drags helpless enemies down to the ground.

These count as both assault and defensive grenades that force charging enemy units to roll 3D6 for charge distance taking the lowest two dice. They may be thrown in the Shooting Phase and used in assault like other grenades with the following profile:

	Range	S	AP	Type
Graviton Grenades	8"	*	-	Assault 1, Graviton, Stunning*

*A unit hit by a weapon with this rule must immediately take a Toughness test. If failed, their Initiative is lowered to 1 until the end of its next turn

Gravitic Mass Driver Rifle 20 POINTS

While analogous to the Tau Rail Rifle, the combination of gravitic vortex and solid tungsten slug allows for greater armor penetrating and power. Its power is only limited by its slow firing rate and sheer bulkiness.

	Range	S	AP	Type
Grav Mass Driver	30"	7	1	Heavy 1, Armourbane

Macharius Stratagems Codex 25 POINTS

This is a heavily encrypted dataslate file loaded with the latest iterations of the Macharius Stratagem for use by a shrewd commander to integrate with his battle plan. Proper use and execution of the codified wisdom and knowledge contained in the Stratagems will see inspired tactics altering the flow of battle in the user's favor.

During deployment, you may grant one of the following special rules to a single unit in the Detachment: Tank Hunters, Monster Hunters, Infiltrate, Interceptor, Split Fire, Counter Attack

The Macharius Stratagem Codices are far more widely available than other elements of the Experimental Wargear list, made available to all commanders and sub commanders of a Knights Inductor detachment. Macharius Stratagems Codices do not count against the Experimental Wargear Restriction. Instead, for every HQ choice that is taken, a single Macharius Stratagems Codex may be taken.

Tracer Bolts 15 POINTS

These precious bolts are filled with special sensor mites that scatter over a target area upon impact, feeding data into the tactical grid that Knights can then utilize to correct their aim to devastating effect.

Successful hits with these bolts cause no wounds, and resolve without armor, cover, or invulnerable saves, inflicting one **Marked By the Light** marker per hit. These may be fired separately from other specialized bolt ammunition fired by the unit.

Marked By the Light: A friendly Knights Inductor unit that fires at the marked unit in the same Shooting Phase may consume a marker to do one of the following: Re-roll failed to-hit rolls, ignore cover saves, or cause Precision Shots on a 4+ (3+ if the unit already had Precision Shots)

Experimental Vehicle Wargear List

A model may take one [Primary Weapon] and any number of [Secondary System]s, each taking up one Experimental Wargear [EW] slot. [Restricted] pieces of wargear may only be taken by specific units as detailed in their dataslate.

Empowered Machine Spirit [Secondary System] 10 POINTS

Maestro Gajet's extremely high affinity for Machine Spirits have led to the discovery of before unknown techniques for strengthening a machine spirit's potency.

This upgrade allows a vehicle to fire one more weapon than it normally is able to, ignoring the effects of Crew Shaken or Crew Stunned

Heavy Gravitic Accelerator Cannon [Restricted] 75 POINTS

This is the first large-scale version of the Gravitic Accelerator Cannon fielded on a ground vehicle, which can only be mounted on dedicated firing platforms like the Land Raider Athena. The sheer force of the gravitic-vortex accelerated round is capable of tearing through multiple armored vehicles without stopping. Of all the Gravitic weapons currently in service, the HGAC is by far the least stable.

	Range	S	AP	Type
Heavy G.A.C.	90"	10	1	Ordnance 1, Gets Hot!, Path of Destruction*

**The main target takes an Armourbane hit, which deals D3 Hull Points/Wounds of damage with Penetrating hits and unsaved wounds. In addition, when firing the Heavy Grav Cannon, draw a line from its muzzle that touches the center of the target. All vehicles and monstrous creatures that are touched by the line take one S10 AP 1 hit on a D6 roll of 4+ (without D3 or Armourbane)*

Hurricane Multiple Launcher [Primary Weapon] 45 POINTS

The Hurricane Multiple Launcher Reaper Systema is a highly advanced version of the Whirlwind Launcher, firing up to three times as fast and calibrating impact fuses with greater much greater precision for much deadlier effect.

	Range	S	AP	Type
Hurricane MLRS	48"	6	4	Ordnance D3, Large Blast, Barrage, Ignores Cover

Gravitic Accelerator Cannon [Primary Weapon] 55 POINTS

The GAC uses gravity vortex manipulation plates to achieve a frictionless firing platform that can accelerate a projectile to unbelievable speeds. Rivaling Tau rail gun technology in power, these masterpieces of human technology are now finally being taken to the field for additional "testing".

	Range	S	AP	Type
Grav Accel Cannon	90"	10	1	Heavy 1, Armourbane, Point of Destruction*

**A Penetrating hit or unsaved wound deals D3 Hull points/Wounds of damage.*

Anti-Air Marker [Secondary System] 15 POINTS

The Anti-Air Marker fires a self-propelled target-adhering tracking device that can feed calibration adjustment information to nearby Knights, allowing them to fire with predictive capabilities to take down even supersonic targets with reasonable accuracy.

	Range	S	AP	Type
Anti-Air Marker	36"	1	-	Heavy 1, Skyfire, Interceptor, Twin-linked, Air-Marker*

**If this attack hits use a marker next to the marked unit. A friendly Knights Inductor unit may consume the marker to hit the marked Zooming Flyer or Swooping Flying Monstrous/Gargantuan Creature at their normal BS value instead of Snap-shooting in the same Shooting phase.*

Lockdown Self-Repair Protocols [Secondary System] ... 15 POINTS

A baffling mystery to many of the tech priests and tech marines of the Knights Inductors, when applying certain rituals to the machine spirit, it can cause them to lock up and perform emergency repairs to itself. The correct procedures are known to few, even within the upper ranks of the Workshop Mechanicus.

Allows a vehicle to D3+1 attempts to repair to repair a Hull point, immobilization, and weapon destroyed results, A successful repair is on a 5+. The vehicle cannot move or shoot during this turn.

Redemptor Pattern Demolisher Cannon [Restricted] ... 20 POINTS

This is a barrel bore and ammunition upgrade that allows Vindicators to achieve much larger distances and greater destructive impact. It is however incredibly difficult to match the right ammunition to the highly bore-sensitive modified barrel.

	Range	S	AP	Type
RPD Cannon	36"	10	2	Ordnance 1, Large Blast, Strikedown, Gets Hot!

Warp Maelstrom Cannon [Primary Weapon] 45 POINTS

The Warp Maelstrom Cannon is the first and last invention from the Warp Technology Workshop that was shut down after a misfire caused a daemonic incursion on the research planet. It is a dark legacy and reminder to the Knights who would still wish to pursue the dangers of Warp manipulation.

	Range	S	AP	Type
WM Cannon	48"	X	X	Ordnance 1, Large Blast, Flux*

**The strength and AP of the cannon is determined by a 2d6 roll before you fire it. You may choose to reroll one dice. The strength is 2d6 while the AP is the lowest of those two values. If a double is rolled the vehicle takes loses a hull point on a D6 roll of 1-3. A double 6 spawns a Vortex (small blast) at the point of scatter. A double 1 spawns a Vortex (small blast) centered on the firing vehicle*



Lord Arbiter Zakis Randi

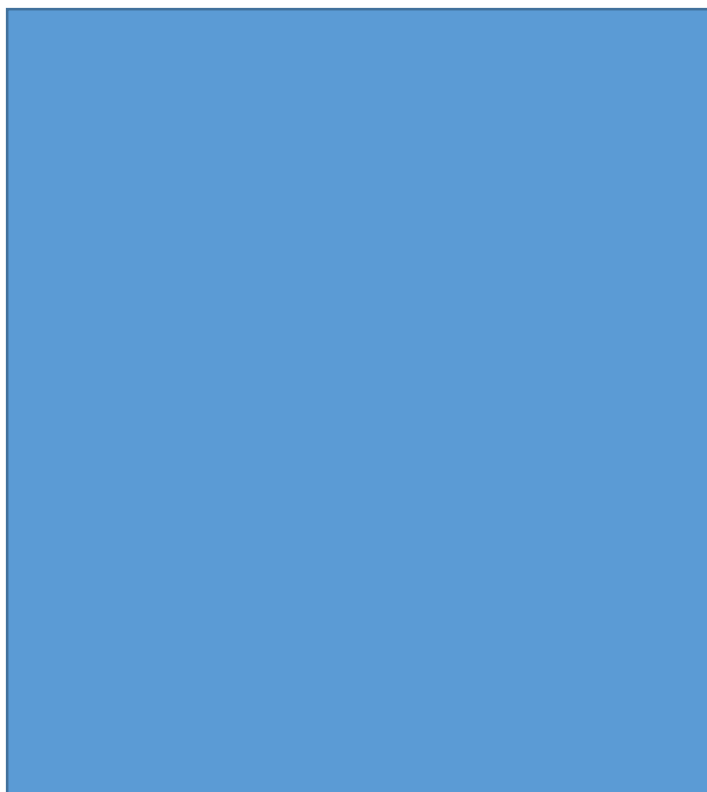


Chapter Master of the Knights Inductor

Rare are the times when Zakis Randi takes to the field of battle, as he is normally kept busy with the task of keeping the Knights Inductor operational as a Chapter in its troubled times. Burdened by the demands of the Inquisition as well as the aggressive actions of certain Adeptus Mechanicus factions, he is constantly fighting an administrative battle on the behalf of the Chapter. Aside from his most trusted advisor, and the most senior members of the Aprior War Council, these duties cannot be stripped from him by any means.

However when desperate times call, he is certain to answer; taking up his personal Terminator suit of armor and his well-worn but highly maintained weapons of war. As the oldest and longest serving member of the Knights Inductor, he has the massive experience and fortitude befitting that with the title of Chapter Master, leader of the Knights Inductor, who answers to none but the Emperor himself. His numerous stratagems are without flaw and his masterful manipulation of the enemy's own tactics against them are all hallmarks of his superior command of the battlefield that few can hope to match.

His negotiating prowess can only be matched by that of the Chapter's Magister Pactis. But none in the Chapter can match his fury in combat when he takes point, smashing into the enemy with the force of a mag-lev tram and his mighty but swift hammer following in close order. For the Lord Arbiter's calling is judgement.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Zakis Randi	6	5	4	4	4	5	4	10	2+	Infantry (Character)	1 (Unique)

WARGEAR: Terminator armor, storm shield, frag grenades, blind grenades

Wrist-mounted Plasma Repeater: This is a twin-linked Mk40 Plasma gun

Judgement Gavel: This is a master-crafted thunder hammer that that strikes at -3 Initiative. In addition, once per game at the beginning of any Assault Phase Randi may choose D3 models in base contact to count as WS1 for the remainder of the Assault Phase

WARLORD TRAIT:

Zakis Randi has the **Master of Stalling** Warlord Trait by default

SPECIAL RULES: And They Shall Know No Fear, Eternal Warrior, Hammer of Wrath, Independent Character, Indomitable Spirit, Suppression Tactics

Legendary Presence: If Zakis Randi is your Warlord, all friendly Knights Inductor in your army may use his Leadership value of 10 for all Morale and Pinning checks as long as he is alive.

Grand Prelude to War: If you include Zakis Randi in your army, you may choose three units with the Suppression Tactics special rule to be affected by Preemptive Strike (See Captain entry)

The Macharius Stratagems: Zakis Randi may distribute three special rules from the Macharius Stratagems Codex to three units, one unique rule per each. In addition, your reserve rolls cannot be modified or penalized by the enemy



Captain Roland Darren

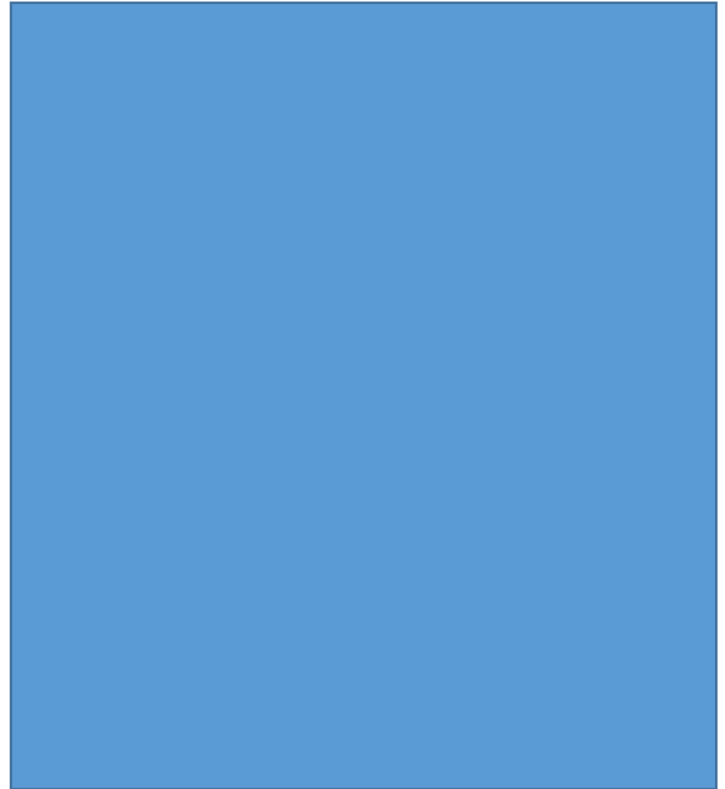


Magister Pactis, Master Negotiator

Though the Knights Inductor can be fearsome in terms of covert warfare when they are forced to act, they are more commonly known for their excellent conflict resolution skills and quelling rebellions with minimal damage and fuss. None within the Chapter exemplifies this trait more than Roland Darren, the Magister Pactis. Though all Captains and leadership are trained in oration and negotiation tactics, some tend to defer those duties to a trained diplomat and focus on setting up an action plan if things were to head south. Not so with Darren.

For whether at the negotiating table or on the battlefield, Roland Darren carries with him a persuasion that borders on the supernatural, being able to speak in countless known languages with a superb degree of fluency. Enemies that hear his messages broadcasted on open frequencies (and also hacked into restricted channels) suddenly lose the will to fight as they cannot help but feel that their fight might just be in vain. In turn, when he turns his considerable skills towards his allies, he bolsters their will to fight in a way that even the sight of an Angel of Death cannot.

Though he is almost never in a position to strike first, he is a Space Marine Captain, with all the strategic and combat prowess that entails. Carrying one of the few true relics of the Chapter, he is able to strike both at the flesh and the will of an opponent, consistently draining them over the course of their fight until they can no longer resist.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Roland Darren	5	5	4	4	3	5	3	9	2+	Infantry (Character)	1 (Unique)

WARGEAR: Artificer armor, bolt pistol, frag grenades, blind grenades, krak grenades, iron halo, teleport homer

Sword of Pacification: This is a master-crafted AP2 power sword that grants Darren a special ability. If an enemy model suffers an unsaved wound from this weapon and is not removed, Darren may choose to reduce either the Strength, Toughness, or Initiative value of that model by one for the rest of the game. This effect is cumulative

WARLORD TRAIT:

Roland Darren has the **Skilled Negotiator** Warlord Trait by default

SPECIAL RULES: And They Shall Know No Fear, Deep Strike, Independent Character, Indomitable Spirit, Suppression Tactics

Inspiring Rhetoric: Roland Darren has Stand Indomitable (see Chaplain entry). If Darren does not use Ongoing Negotiations he may inspire a friendly unit within 24", granting them +1 Attack and Fearless until the beginning of its next turn.

Tireless Orator: If Roland Darren is your Warlord, you may select any combination of friendly and/or enemy units up to two within 24" for Ongoing Negotiations and Inspiring Rhetoric

Ongoing Negotiations: At the beginning of the Shooting Phase in lieu of firing a weapon, Captain Darren may select one enemy unit within 24" to vox. Roland and the target both roll a d6+LD. If Darren beats the enemy unit, they lose -1Ld permanently and auto-fail Morale checks for one game turn. If they tie, the enemy unit counts as losing -1Ld for one game turn and re-roll successful Morale checks. If they beat Darren, they gain Hatred (Knights Inductor) which lasts until the end of their next turn. Captain Darren cannot target a unit that is already under the effects of Ongoing Negotiations or is Fearless. **This ability cannot be used against enemy units listed as "Come the Apocalypse" in the Knights Inductor Allies Chart**



Captain Isaac Rico

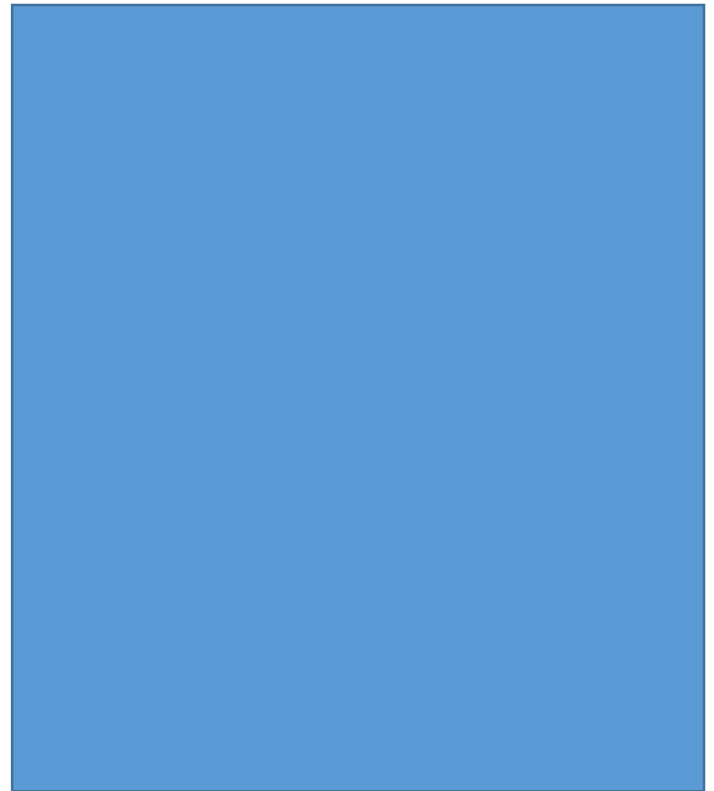


Master of the Vanguard, The Reckless Blade

Captain Isaac Rico is considered to be an “outlier” within the Knights Inductor Chapter. He inherently lacks the subtlety and patience of a Knight Inductor, but his brutal but effective combat style has no peer within the Chapter perhaps aside from the Chapter Master himself. While he lacks the negotiation skills that is normally required of a Captain, his critical tactical acumen and ability to lead his Company effectively has more than secured his place on the Aprior War Council. He is often at odds with Roland Darren, as the two are near complete diametric opposites of the other.

Where a Knight Inductor leader would be cautious and careful, he pounces forth and leads a near suicidal attack that manages to break the enemy in the short time they are vulnerable. His Assault Company all tend to share his hot-bloodedness, having the largest number of Vanguard Veterans and Incursion squads in the Chapter. Isaac Rico tends to employ the riskier and more close-combat oriented stratagems from the Macharius Stratagems Codex, and has the most experience in this regard. His bloodthirstiness, while being a cause for concern, is however largely calculated and controlled as he vents his frustrations against the universe in battle.

On the battlefield he will often be in the leading charge against an enemy line or striking at their heart while rapidly deploying from a Thunderhawk. Even as he guides his brothers in the thick of melee, he punishes his opponents for the slightest missteps as he turns one's forward momentum into impetus onto his chainsword.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Isaac Rico	6	4	4	4	3	5	4	9	3+	Infantry (Character)	1 (Unique)

WARGEAR: Power armor, bolt pistol, frag grenades, krak grenades, iron halo, seismic charge

Indignatus: Indignatus is an ordinary chainsword, however such is Rico's skill and familiarity with it that he can target the smallest of weak points with ease. In his hands it is AP3 with the Rending special rule. In a challenge, it also gains the Shred special rule

WARLORD TRAIT:

Isaac Rico has the **Master of Stalling** Warlord Trait by default

SPECIAL RULES: And They Shall Know No Fear, Independent Character, Indomitable Spirit, Furious Charge, Preemptive Strike

Master of the Vanguard: Isaac Rico has the Blade of Experience special rule (see Vanguard Veteran) that may also apply to Infantry type units. If he is your Warlord, all Incursion squads and Vanguard Veterans lose the Suppression Tactics special rule and instead have Furious Charge and Objective Secured

Core of Brutality: In close combat, if an enemy rolls a 1 to hit Isaac Rico or his unit he immediately gains an attack back at the same initiative level. In challenges, he gains an attack for every failed to-hit roll made against him. If an enemy unit he is fighting with locks into combat, he immediately makes D6 attacks

OPTIONS:

- May take a jump pack 10 pts



Captain Garven Brias



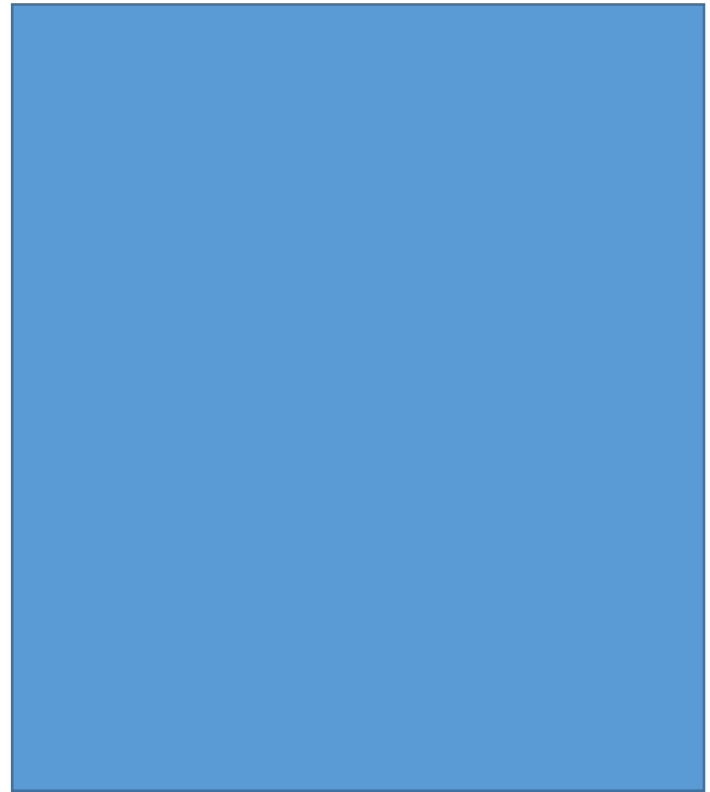
Provisional 8th Company Captain, Master of Ordnance

Garven Brias can be considered to be the manifestation of the Knights Inductor's preference to fight at range, given his superior range-gauging skills and strategic preferences. As a former Ship Master of one of the Chapter's Battle Barges, his three-dimensional visual spatial perception is unparalleled, and he puts this to great use using his personally calibrated Tactical Auto-senses to provide fire guidance and to call down earth-shattering barrages from a Strike Cruiser at his beck and call.

Though ground-combat is not his personal preference, he is proficient enough as a Space Marine and uses his considerable orbital assets at hand to maintain a strategic grip over the battlefield's flow. He additionally makes extensive use of heavy weapons in his forces in order to hold and defend crucial objectives and positions, making him more than a suitable provisional replacement for the post of Master of Ordnance.

His most recent notable actions include his guidance in repelling the deep invasion of the Aprior sector from a large Tyranid splinter fleet, first guiding the advanced warships of the Workshop to decimate the orbiting flesh-ships before going to the ground to coordinate anti deep strike measures.

Though he keeps a generally off-hands approach to his own 8th Company, relying on Captain Aspirant Ignacious for the majority of command duties, he still commands their respect for good reason.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Garven Brias	4	5	4	4	2	4	2	9	3+	Infantry (Character)	1 (Unique)

WARGEAR: Power armor, bolt pistol, power sword, blind grenades, krak grenades, tactical auto-sense, iron halo

WARLORD TRAIT:

Garven Brias has the **Big Game Hunter** Warlord Trait by default

SPECIAL RULES: And They Shall Know No Fear, Independent Character, Indomitable Spirit, Preemptive Strike, Suppression Tactics

Naval Dominance: Whilst Garven is alive, you may choose to add or subtract 1 from the result of a friendly reserve roll. In addition, all enemy reserve rolls take a -1 penalty.

Master of Ordnance: If Garven Brias is the Warlord of your army, Suppressor squads gain Objective Secured. In addition, he has the authority to call down a low-powered volley from an orbiting Strike Cruiser's gravitic Harbinger cannons. This ability can be used once per game in his Shooting Phase. Calling down a Harbinger Volley counts as indirectly firing a Barrage weapon and uses the following profile:

	Range	S	AP	Type
Harbinger Volley	Unlimited	10	1	Ordnance 2, Large Blast, Barrage



Maestro Severus Gajet

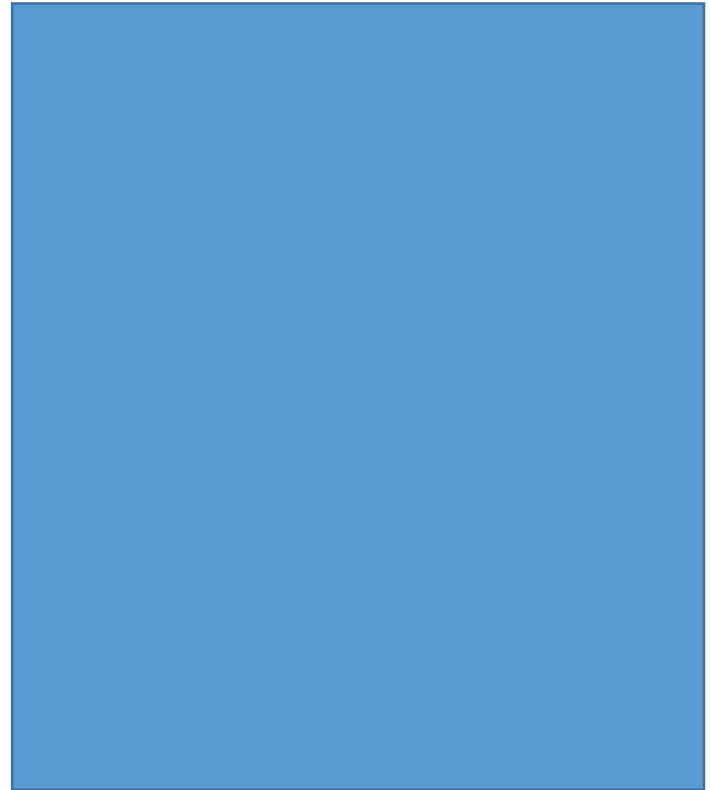


The Empathetic Coder, Enlightened in the Mechanical

The eccentric head Magos of the Workshop Mechanicus is another rare sight on the field of battle, as he is normally secreted away in his hidden laboratories and restricted testing facilities back in the home system. In the times he emerges however, it is always at the head of a Workshop Mechanicus field expedition, to test new weapons and tools of war or to reclaim a discovered artefact for the endless Pursuit of Knowledge. At his command the restricted armories of the Workshop Mechanicus are opened up, precious tools ready to be used to further the Omnissiah's glory.

An energy obfuscating shield crackles around Gajet as he pays no heed to autogun bullets or orbital bombardments alike, striding ever forward with relentless determination to his objective. When he hears the cries of a wounded machine spirit he practically teleports to its side as he begins his wondrous work, servo-arms moving at blinding speed as they delicately repair cut fuel lines and tattered circuitry. The blistering speed of empathetic code spewed by the Maestro as the machine spirit is bolstered to greater strength is beyond the comprehension of even the most experienced of magos, as it comes across as mere garbled binary.

While the greater battle is the least of his concerns, to face him in combat is as equally terrifying as his reparation skills. His master-crafted servo-harness Gadgetus is a veritable weapons platform and his skills with the servo-arms makes them just as deadly in close combat. And Emperor pity the fool who faces down the barrel of his custom gravitic mass driver rifle he just developed...



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Maestro Gajet	5	5	4	4	3	4	2	9	2+	Infantry (Character)	1 (Unique)

WARGEAR: Artificer armor, blind grenades, krak grenades, bolter

Gamma Shield: Gajet has a 5+ Invulnerable save which becomes a 4+ Invulnerable save against Shooting attacks. Gajet confers this save to the unit he is in

Gadgetus: Maestro Gajet's personal tech-harness includes a master-crafted servo-arm, twin-linked Mk40 plasma gun, and a heavy flamer. He may fire two weapons at once

WARLORD TRAIT:

Severus Gajet has the **Leader of "Many"** Warlord Trait by default

SPECIAL RULES: And They Shall Know No Fear, Independent Character, Indomitable Spirit, Relentless, Suppression Tactics

Head of the Primary Workshop: Maestro Gajet has the Servo-Enhancement and Bolster Defenses special rules (see Workshop Mechanicus Cohort). If he is your Warlord, the limit on Experimental Wargear is lifted

Pure Machine Empathy: Maestro Gajet has Blessing of the Omnissiah and makes a successful repair roll on a 3+. Rolls of 6 allows an additional Hull Point, Weapon Destroyed result, or Immobilization result to be repaired.

OPTIONS:

- May replace his bolter with a MkII Gravitic Mass Driver. This is a Gravitic Accelerator Cannon with Path of Destruction special rule (see Heavy Gravitic Accelerator Cannon)..... 25 pts
- May take items from the **Experimental Infantry Wargear** list



Captain Joshua Xavion

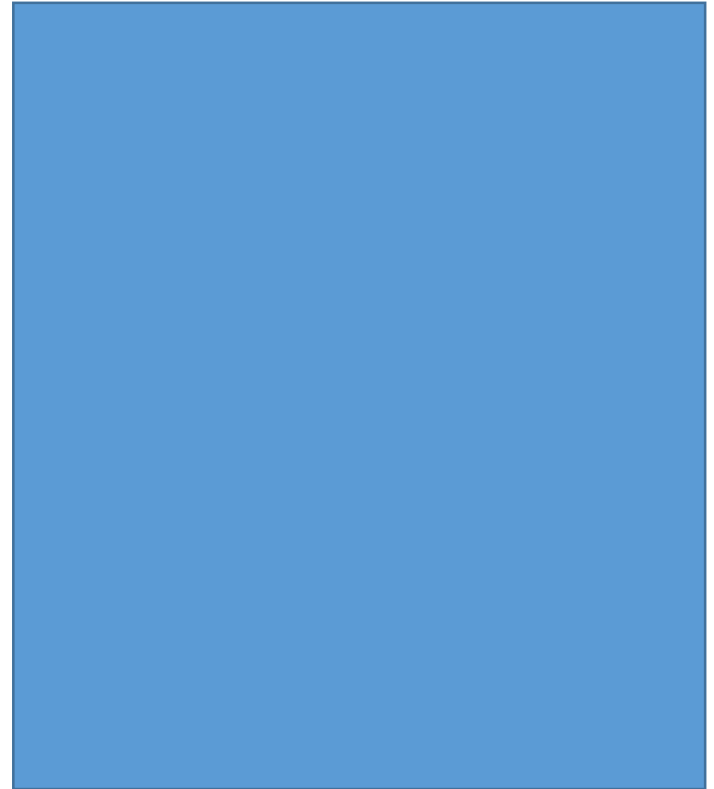


6th Company Captain, Master of the Hunters

Captain Xavion of the Hunters is one of the few Astartes within the Knights Inductor in whom the gene-implants have had no flaw, and while not blessed with the spiritual fortitude of the gene-seed, he retained the ability to receive hypotherapy training and indoctrination. His skills at both marksmanship and stealth are unmatched within the Chapter, and when he isn't out hunting he is often overseeing the tests of aspiring Scouts and Aspirants alike. Those rare few who show potential may even be graced with a few insightful lessons into the bolter should they be qualified to enter into his competitive 6th Company.

When he leads his forces on the battlefield they manage to completely erase their presence in ways that often bewilder even their compatriots. They practically melt into the shadows, never revealing themselves even when firing. Those under the personal guidance of the Master of Hunters himself spring their traps from the most illogical and striking of places, taking their enemies completely by surprise.

The premier marksman of the Knights Inductor Chapter always strikes with a brutally efficient combo of both inhuman accuracy and blinding firing speed. He and his stalker bolter Mandate are of one accord when he fires, his deadly intent and the machine spirit joining as one to fell the target in his sights. When the anti-phase rounds strike their predestined target they brutally rend through armor, flesh, and Necrodermis with pitiful ease.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Joshua Xavion	5	6	4	4	3	5	2	9	2+	Infantry (Character)	1 (Unique)

WARGEAR: Artificer armor, power sword, blind grenades, krak grenades, camo cloak, melta bombs, locator beacon

Skull of Xerxes: This is a Servo-skull familiar that follows Xavion and joins whatever unit he joins. This familiar reduces the cover saves of whatever unit Xavion targets in Shooting by -1 for the duration of that Phase

Mandate: A master-crafted bolter, loaded with painstakingly crafted anti-phase bolts meant to take down the Necron threat. It has the below profile:

	Range	S	AP	Type
Mandate	36"	X	4	Salvo 2/4, Sniper, Shred, Anti-phase

Anti-phase: During shooting, separate any wounds caused by Mandate against Necrons. Reanimation Protocols cannot be used to save against these wounds

WARLORD TRAIT:

Joshua Xavion has the **Perfect Ambusher** Warlord Trait by default

SPECIAL RULES: Fearless, Independent Character, Preferred Enemy (Necrons), Shrouded, Suppression Tactics

Crack Shot: All hits caused by Xavion's shooting may be allocated as Precision shots.

Master of Hunters: Captain Xavion has the Move Through Cover, Infiltrate, and Scout special rules. In addition, he may join a unit before deployment and grant them the effects of these rules

The Unseen Threat: If Captain Xavion is your Warlord, all Knights Inductor units with the Suppression Tactics special rule in terrain are immune to Ignores Cover and reduction to their cover saves. This does not apply to Destroyer weapons that have rolled a 6 on the chart or against enemy units within 12"



Chief Librarian Zecherias

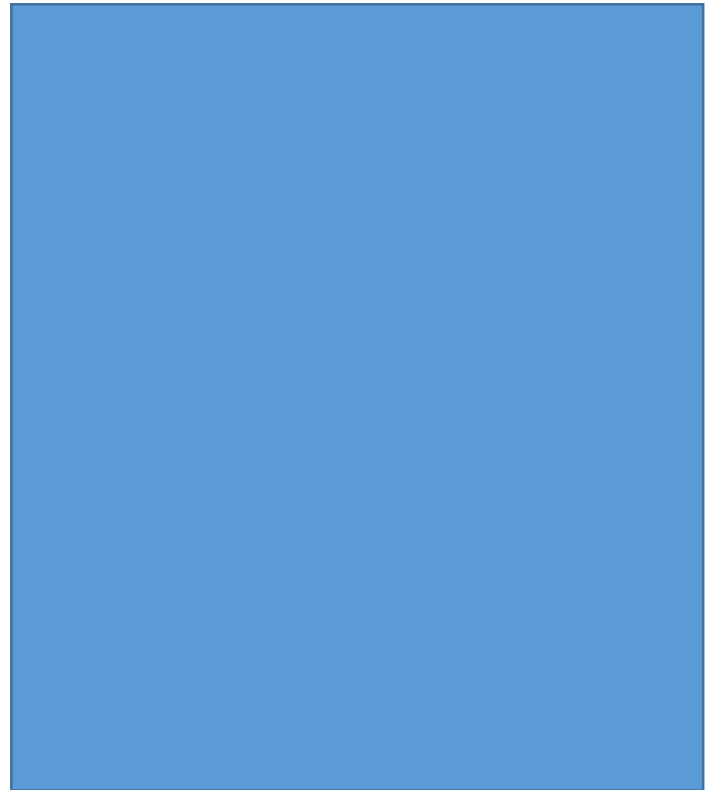


Knight Inductor Liason, Head of the Librarius

As the Librarians of the Knights Inductor chapter are of ordinary human stature, they are commonly relegated to support roles in the battlefield, if they are even called for in the first place. However in this way the Chief Librarian is quite an oddity, for by far out of all of the members of the Librarius he is one of the most battle-tested of them all, his skills a match for any Astartes. His unique powers take hold of the power of light itself, grasping upon the physical photons and bending and shaping it to both cut down and grasp at his enemies. Older members of the Knights Inductor always find it a remarkable sight to see the wizened Librarian tackling threats that stand several heads above him and win.

Being the head of the Librarius, he is the most knowledgeable about the history of his chapter, and has had a significant hand himself in shaping those events. It can be said that it was through his advice to his superhuman compatriots and persuasive words that the wrathful hand of the Inquisition against the chapter was fatefully stayed when they sought heresy within it.

All Librarians within the Knights Inductor are taught to cope and compensate with the deadened Warp flow when around their fellow members of the Chapter, as their very presence dulls it. It is only logical that the Chief Librarian has taken this practice to its extremes; drawing upon the skeins of the Warp within controlled abandon, and unleashing the force of several lesser psykers combined.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Zecherias	4	4	3	3	3	3	3	9	2+	Infantry (Character)	1 (Unique)

WARGEAR: Artificer armor, blind grenades, krak grenades

Blinding Light: A well-worn force sword studded with empowering runes extolling "light", "power", and "hope". This has the Blind special rule and for every degree of success that is not denied to activate this weapon, it gains +1S and -1AP

Hexagrammic Cloak: This grants a 4+ Invulnerable save and -1 to rolls on the Perils of the Warp table

WARLORD TRAIT:

Zecherias has the **Skilled Negotiator** Warlord Trait by default

SPECIAL RULES: Stubborn, Suppression Tactics, Psyker (Mastery Level 3), Independent Character

Honed by the Void: Zecherias may re-roll any one die in the Psychic Phase (both his own and the opponent's)

Warp Surge: For every Warp Charge generated in a friendly Psychic Phase, you may roll a D6 for each, gaining an extra Warp Charge on a 5+ (these extra charges don't grant extra rolls) with Perils having a -1 modifier. Three or more rolls of 6 to generate Charges in this manner automatically inflict a Perils result.

Binding Light: In addition to any powers selected, Zecherias knows the power Binding Light

Binding Light **Warp Charge 2**
Zecherias summons several white bands of intense light which surrounds an enemy combatant, tightly clamping into place
 Binding Light is a **malediction** that targets an enemy model in close combat within 18". Whilst this power is in effect, that model counts as being hit by Electro-Shackles at the beginning of that Assault Phase."

PSYKER: Zecherias can select powers from any discipline that a Knight Inductor Librarian Adept can



85
POINTS

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	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Ferrus	6	4	4	4	2	4	2	9	2+	Infantry (Character)	1 (Unique)

- May replace his artificer armor with terminator armor *free!*



Knight Inductor Captain

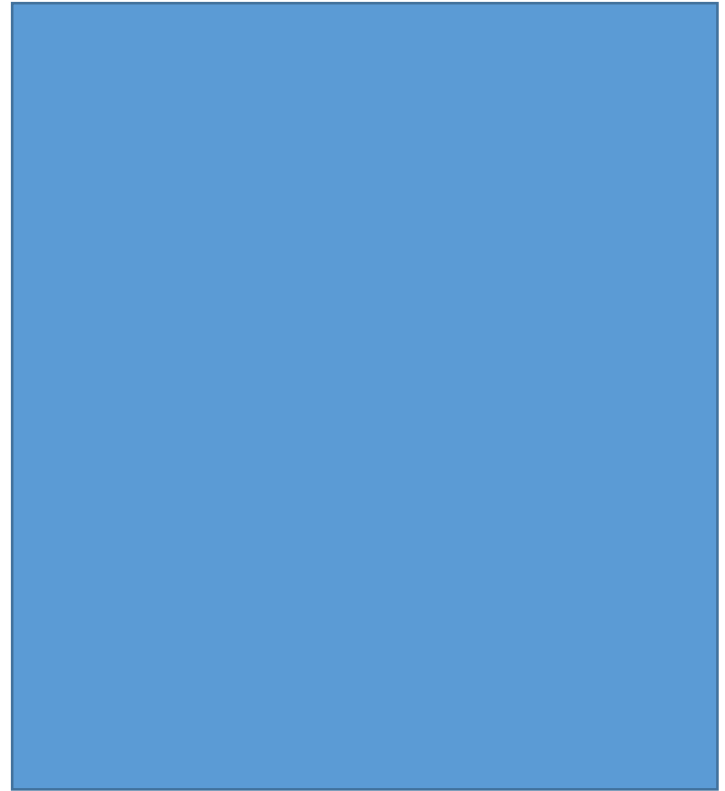


Chosen of the Company

Before the dawn of battle the Captain directs his hidden forces to the most critical vantage points and their firepower to the most dangerous of targets. Moving with a sense of stealth honed over a century of battle he creeps through cover with an understated precision belying the bulky power armor that he wears. Once the conditions are right and everything in his plan begins to move into rapid motion, he orders the preemptive strike before the enemy is even aware that battle has begun.

As the battle erupts into a cacophony of shouts, cries, and gunfire he continues to calmly stalk through the battlefield, quick-voicing orders to his forces, who respond with a learned swiftness that enables superhuman tactics to work. This trust, built up since the time he first became a Knight within the company, proves true as suppressive fire pins down troublesome enemies in accordance with the strategy that the Captain is constantly adapting. As a learned student of the Macharius Stratagems, he is able to bring forth fabled innovative tactics of the former Lord Solar, with the battle turning in the Knights' favor despite the enemy's best efforts.

One thing besides tactics and status updates pervades his enhanced mind. Efficiency and minimal casualties over bloody glory and meaningless waste; this the Captain's creed as he fights!



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Captain	5	5	4	4	3	5	3	9	3+	Infantry (Character)	1 Captain

WARGEAR: Power Armor, Bolt Pistol, Chainsword, Blind Grenades, Krak Grenades, Iron Halo

SPECIAL RULES: And They Shall Know No Fear, Independent Character, Indomitable Spirit, Suppression Tactics

Preemptive Strike: After the Seize the Initiative roll you may select one Knights Inductor unit with the Suppression Tactics special rule to make an out-of-phase shooting attack before battle begins. If you choose not to make a shooting attack, you may instead choose to relocate it up to 6". Any unit that uses Preemptive Strike to make a shooting attack in this manner cannot shoot in their Shooting Phase on Turn 1.

OPTIONS:

- May replace bolt pistol with a boltgun *free!*
- May take a storm shield *15 pts*
- May replace power armor with artificer armor *20 pts*
- May take items from the **Melee Weapons, Ranged Weapons, Squad Issue Wargear, Special Issue Wargear, and/or Experimental Infantry Wargear** lists.
- May replace his bolt pistol, chain sword, blind grenades & krak grenades with Terminator armor, storm bolter, and power sword *30 pts*
- A Captain in Terminator armor may only take items from the **Terminator Weapons, Special Issue Wargear, and/or Experimental Infantry Wargear** lists.



Knight Inductor Chaplain

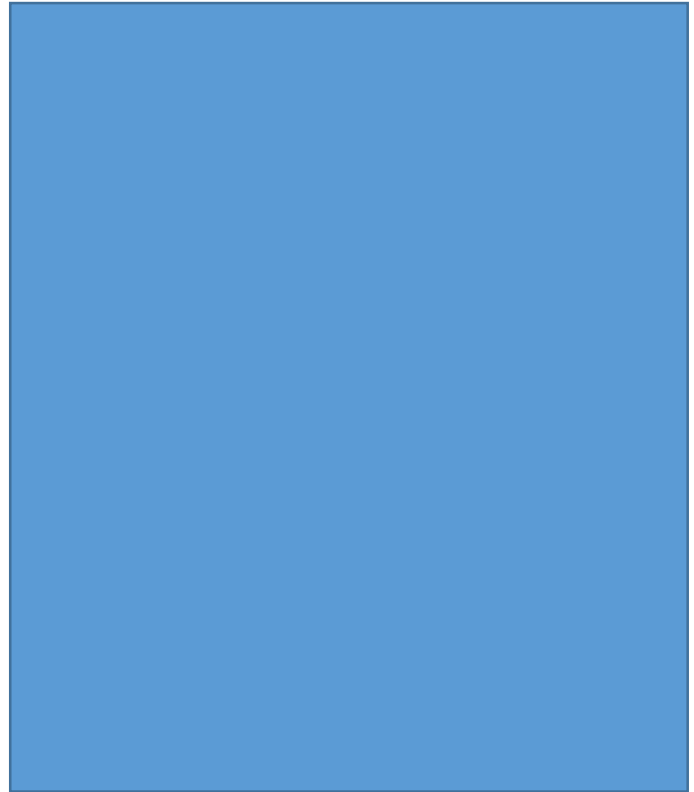


Masters of Sanctity

Comparative to the loud and almost boisterous bellowing of other chapter's Chaplains, an Inductor Chaplain's voice cuts clearly through the din of battle, an uplifting voice that rises above many others within the same battlefield. The urges and litanies that pour forth in rapid manner do not beseech the Knights to guard their hearts and souls against Chaos, but to rise and stand proud as the scions of the Emperor. As the enemy wave approaches he continues to give heart to the Knights around him, and as a brother falls he gives voice to litanies of vengeance that echoes throughout the defensive line that the Knights so favor.

The enemy falling upon the line with their melee weapons and reckless abandon are greeted with a solid hail of bolts and a fervor that burns calmly within the Knights as they steadily aim and blast away at the would-be combatants. If the enemy is so bold and foolish enough to persist after this display of incredibly accurate marksmanship, they will then face a cry of "Stand Indomitable" as the Chaplain surges forth with his Crozius Lux alight with arcing electro-static power.

With a speed that would surprise most, the Knights around the Chaplain switch to their close combat weapons and follow in quick fashion, ready to hold the line no matter the cost.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Chaplain	5	4	4	4	2	4	2	9	3+	Infantry (Character)	1 Chaplain

WARGEAR: Power Armor, Bolt Pistol, Chainsword, Blind Grenades, Krak Grenades, Rosarius

Crozius Lux: The symbol of office for a Knight Inductor Chaplain, it is an AP4 Shock Maul (see Close Combat Weapons).

SPECIAL RULES: And They Shall Know No Fear, Independent Character, Indomitable Spirit, Suppression Tactics

Stand Indomitable: Any squad that a model with this rule is attached to gains the Counter-Attack universal special rule and may re-roll failed rolls to hit in Overwatch.

OPTIONS:

- May replace bolt pistol with one of the following:
 - Boltgun *free!*
 - Power fist *25 pts*
- May take items from the **Ranged Weapons, Squad Issue Wargear, Special Issue Wargear**, and/or **Experimental Infantry Wargear** lists.
- May replace his bolt pistol, blind grenades & krak grenades with Terminator armor and a storm bolter..... *30 pts*
- A Chaplain in Terminator armor may only take items from the **Special Issue Wargear**, and/or **Experimental Infantry Wargear** lists.
- A Chaplain in Terminator armor may replace his storm bolter with a combi-flamer, -melta, or -plasma..... *5 pts*

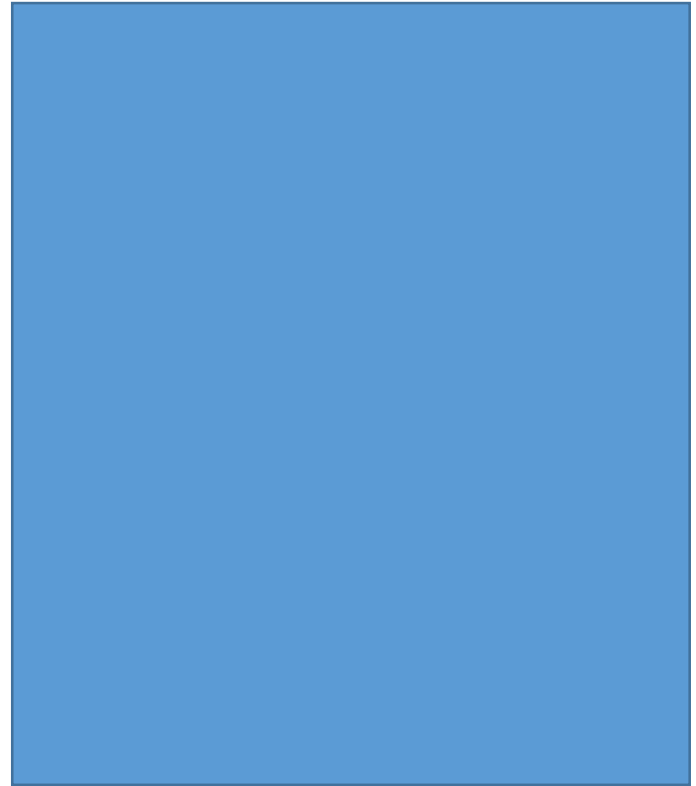


Librarian Adepts



Librarius Militants

Pew pew pew, mind bullets! Sure we don't have a lot of muscle and we're basically Primaris Psykers with our eyes intact, but hey! Power armor! Also, Perils B-Gone!



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Librarian	4	4	3	3	2	3	2	9	3+	Infantry (Character)	1 Librarian

WARGEAR: Power Armor, Bolt Pistol, Force Weapon, Blind Grenades, Krak Grenades, Wards of Nulling

SPECIAL RULES: Independent Character, Psyker (Mastery Level 1), Stubborn, Suppression Tactics

PSYKER: Knight Inductor Librarians generate their powers from the Biomancy, Divination, Pyromancy, Daemonology (Sanctic) or Telepathy Disciplines.

OPTIONS:

- May upgrade to Psyker (Mastery Level 2) 20 pts
- May take items from the **Ranged Weapons**, **Squad Issue Wargear**, **Special Issue Wargear**, and/or **Experimental Infantry Wargear** lists.
- May replace his bolt pistol, blind grenades & krak grenades with Terminator armor 25 pts
- A Librarian in Terminator armor may take one of the following:
 - Storm bolter 5 pts
 - Combi-flamer, -melta, or -plasma 10 pts
 - Storm shield 10 pts
- A Librarian in Terminator armor may only take items from the **Special Issue Wargear**, and/or **Experimental Infantry Wargear** lists.

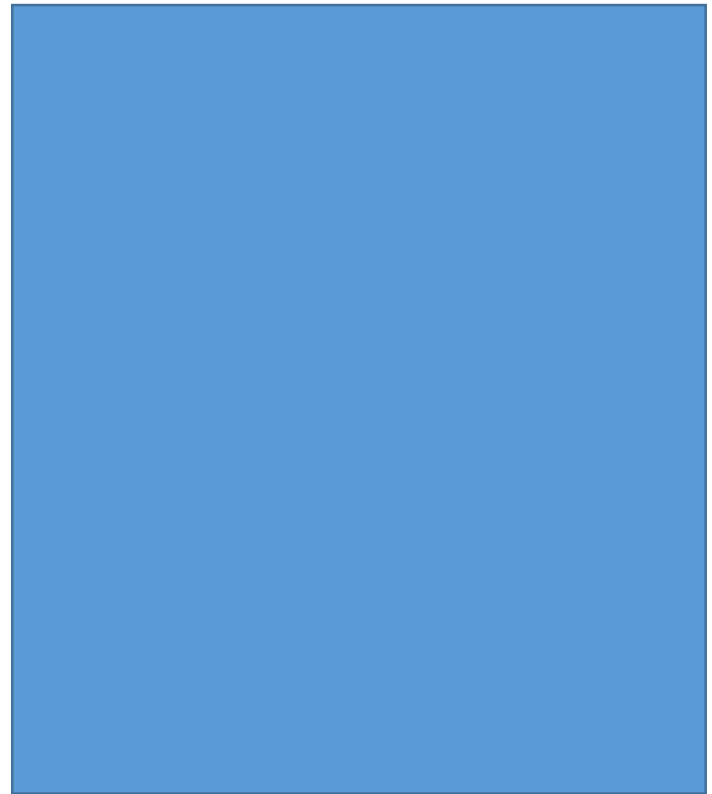


Silencers



Harbingers of the Void, Death to the Warp

Who's got the spooks? These bastards do! What's that? Your Psykers are puking all over the place and your Daemons are going "poof"? Well too-f*cking-bad!



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Silencer	5	4	4	4	2	4	2	9	3+	Infantry (Character)	1 Silencer

WARGEAR: Power Armor, Bolt Pistol, Null Weapon, Blind Grenades, Krak Grenades, Iron Halo

SPECIAL RULES: And They Shall Know No Fear, Independent Character, Suppression Tactics

Silencer (Mastery Level 1): A Silencer, attached units, and enemy units he is close combat with cannot be affected by any psychic powers in any way. Silencers follows the rules for Psykers with the following exceptions:

- It does not count as a Psyker for the purpose of all other rules
- It uses Null Charges from Silencer mastery levels plus the D6 Charge generation to power Null Powers. These deny on an unmodifiable 5+
- Psykers suffer a -2 penalty to Deny the Witch against Null Powers
- If it suffers Perils of the Warp, it does not roll on the table. Instead, the unit it is in immediately takes a Morale check at -5 Leadership. If the unit the Silencer is in falls back due to this, they will leave him behind in their fall back move, though other attached Silencers are unaffected. The Silencer then must pass a Leadership check or be unable to take any other actions for the rest of the player turn.

Pariah: Silencers have the Fear and And They Shall Know No Fear special rules. Attached units cannot use their Leadership for

Morale checks nor do they benefit from the Silencer's And They Shall Know No Fear.

SILENCER: Silencers can only generate powers from the Silencer Null Powers chart.

OPTIONS:

- May upgrade to Silencer (Mastery Level 2) 20 pts
- May upgrade to Silencer (Mastery Level 3) 40 pts
- May take one of the following:
 - Null Aura Amplifier 10 pts
 - Animus Diadem 20 pts
- May take items from the **Ranged Weapons, Squad Issue Wargear, Special Issue Wargear**, and/or **Experimental Infantry Wargear** lists.
- May replace his bolt pistol, blind grenades & krak grenades with Terminator armor 25 pts
- A Silencer in Terminator armor may take one of the following:
 - Storm bolter 5 pts
 - Combi-flamer, -melta, or -plasma 10 pts
 - Storm shield 10 pts
- A Silencer in Terminator armor may only take items from the **Special Issue Wargear**, and/or **Experimental Infantry Wargear** lists.

Silencer Null Powers

A Silencer may only draw his powers from the following Null Powers chart, gaining the Primaris as per the Psychic Focus rule.

PRIMARIS POWER

Unleashed Null Aura

Null Charge 1

Surrounding the Silencer is a blank space of nothingness, spelling death to those who draw upon the Warp for power, and a palpable sense of fear pervades around him.

Passive: Psykers and Daemons within 6" of the Silencer lose -2 Leadership. The Silencer may burn a Null Charge (no test required) in order to affect all enemy units within range with the -2 Leadership penalty until the Silencer's next Psychic Phase.

Active: Unleashed Null Aura is a **Nova** with a range of 6" that is usable even if the Silencer is locked in combat. Units with the Daemon and/or Psyker special rule within this range suffers Daemonic Instability and/or Perils of the Warp if applicable.

1. Synapse Disruption

Null Charge 1

The Silencer grasps the invisible telepathic bonds between his enemies and severs them, causing a massive communicative break down.

Synapse Disruption is a **Nova** with a range of 6" that is usable even if the Silencer is locked in combat. All non-Synapse units affected by this power count as not being within range of a Synapse creature until the start of your next Psychic Phase. Non-Tyranid enemy units affected instead use their lowest leadership values for the purposes of any leadership checks that they may be called to take. You may increase the Null Charge cost to 2, increasing the range to 12".

2. Warp Void

Null Charge 2

Paying no heed to the raging of the Warp, the Silencer commands it to be still, revealing enemies relying on foolish warpcraft and haunting their minds if unprotected.

Warp Void is a **Witchfire** with a range of 18" that hits automatically. All Maledictions and Blessings currently affecting the target unit immediately end. If no blessings or maledictions are removed, the unit must immediately pass a Leadership check at -2 Leadership or be forced to WS1 BS1 until the end of their next turn. You may increase the Null Charge cost to 3, increasing the range to 24" and penalty to -4.



3. Shatter Mind

Null Charge 2

By focusing his essence to a pinpoint in the distance, the Silencer crushes the minds of his target and those around him, rendering them lifeless husks.

Shatter Mind is a **Focused Witchfire** with a range of 18". The target model immediately rolls 2D6 and subtracts its Leadership. It takes a number of wounds equal to the number remaining with no armor or cover saves. If the target model is slain, additional wounds are carried to the unit like a Barrage hit centered on the target. You may increase the Null Charge cost to 3 to force the opponent to roll 3D6 instead of 2D6.

4. Horrifying Presence

Null Charge 1

Silencer focuses and then releases his aura in the area around him, sending primal fear responses through enemies and allies alike.

Horrifying Presence is a **Nova** with a range of 9". All units (including the Silencer's own unit) within range must immediately take a Morale check. Friendly units may re-roll the test. You may increase the Null Charge cost to 2, forcing Morale checks taken by the enemy to be passed on a 3D6.

5. Isolate

Null Charge 1

The Silencer temporarily severs his target's senses from reality, sending them into a vulnerable stupor. To comrades he can dull their presence in turn, clouding enemies' perception of them.

Isolate is a **Malediction** that affects a single target Character within 18". The target must pass a Leadership check at -2 Leadership or be unable to take ANY actions until the end of its next turn. An attached unit may not voluntarily leave behind an afflicted Independent Character. You may increase the Null Charge cost to 3, increasing the Leadership penalty to -3.

6. The Unmaking

Null Charge 3

The Silencer strains to chant forbidden words of unreality, unwords of anti-creation that cause arcane protections to fail, and ancient relics to lose their fabled potency.

The Unmaking is a **Malediction** with a range of 12". Until the Silencer's next Psychic Phase, the target unit loses -2 to all Invulnerable saves. In addition, you must select one piece of wargear within the target unit; for the duration of the power it cannot be used nor does the model gain any benefit from it. You may increase the Null Charge cost to 4, you may choose two pieces of unique wargear owned by the unit. Silencers who Peril using this ability take an AP - wound (D3 wounds with the 4 Null Charge version) in addition to other effects.

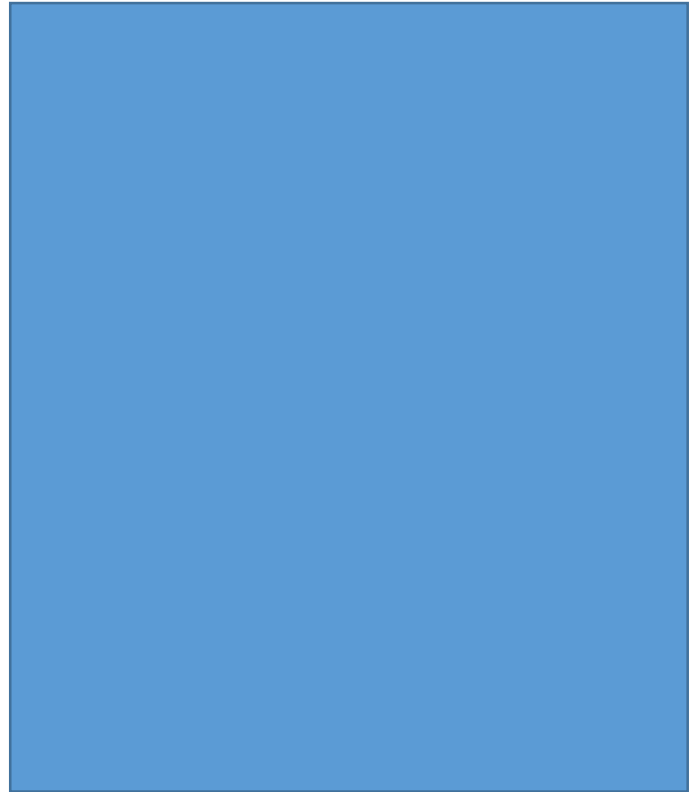


Marauder Field Master



Overseers of the Armory

This guy's got three big guns. One on each arm and one nova cannon between his legs, though he's still neutered because Space Marines. Anyways, he'll shoot you up and take as good as he gives.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Marauder Field Master	5	5	4	6	3	5	3	9	2+	Infantry (Character)	1 Marauder Field Master

WARGEAR: Networked targeting array, storm array (twin-linked storm bolter), blind grenades, krak grenades

Commandant Marauder Armor: This is Marauder Armor with a 2+ armor saving throw

SPECIAL RULES: And They Shall Know No Fear, Independent Character, Indomitable Spirit, Suppression Tactics

Bullet Magnet: A unit that contains a Marauder Field Master may use his Toughness when fired upon in the Shooting Phase. However all wounds inflicted must be allocated to the Field Master. This cannot be used against Barrage attacks and Look Out Sir! rolls are only made on a 6.

Marauder Assault: If the Marauder Field Master is your Warlord, you may take one unit of Marauders as a Troops choice and the unit gains Objective Secured.

OPTIONS:

- Must take two of the following (second cost listed is for purchasing a second of the same weapon type):
 - Heavy bolter 5 pts/10 pts
 - Heavy flamer..... 5 pts/10 pts
 - Multi-melta..... 5 pts/10 pts
 - Missile Launcher 10 pts/15 pts
 - Mk40 Plasma Cannon 10 pts/15 pts
 - Lascannon 15pts/20 pts
 - Assault Cannon 20pts/30 pts
 - Dreadnought Close Combat Weapon 15pts/10 pts
- May replace his in-built Storm array with one of the following:
 - Twin-linked Flamerfree!
 - Two Hunter-killer Missiles 5 pts
 - Twin-linked Meltagun..... 5 pts
 - Twin-linked Mk40 Plasma gun..... 10 pts
- May take items from the **Squad Issue Wargear**, **Special Issue Wargear**, and/or **Experimental Infantry Wargear** lists.
- May take Tactical Auto-senses with Automated Uplink (See Marauder entry) 35 pts
- May take one of the following:
 - Iron Halo 35 pts
 - Bulwark Guardian Shield 35 pts

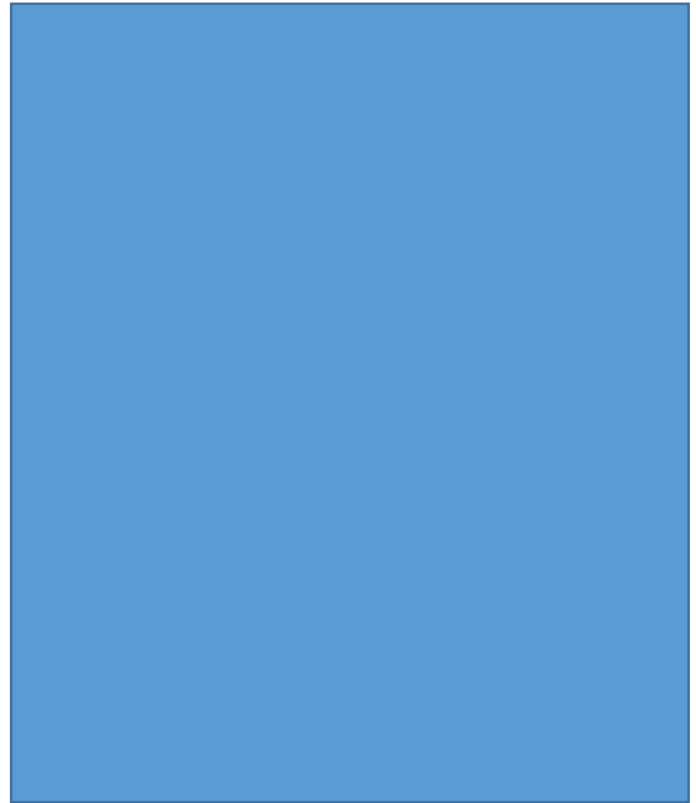


Command Squad



Commander's Trusted Companions

Because even the Knights Inductor want to have pseudo-Imperial Guard Command Squads! Give the Aspirant a Macharius Codex and stuff the entire squad with a shitload of special weapons. But not too many though, Innovatus do a better job of that kind of thing.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Veteran	4	4	4	4	1	4	2	8	3+	Infantry	4 Veterans
Captain Aspirant	5	5	4	4	2	4	2	9	3+	Infantry (Character)	1 Captain Aspirant

WARGEAR: Power armor, bolt pistol, chainsword, boltgun, blind grenades, krak grenades

SPECIAL RULES: Indomitable Spirit, Suppression Tactics

Test of Glory (Captain Aspirant Only): A model with this special rule must always accept a challenge whenever possible and re-rolls failed rolls to hit in one.

Order of Command: The Command squad does not take up an HQ Slot if bought alongside a Captain, Chaplain, Marauder Field Master, Librarian, Silencer, and Special Character. If bought on its own, the Captain Aspirant gains And They Shall Know No Fear and friendly Knight Inductor units within 6" of the squad may use the Captain Aspirant's leadership for all Leadership tests.

OPTIONS:

- May take items from the **Squad Issue Wargear** list
- Any model may take items from the **Melee Weapons** and **Ranged Weapons** lists
- One Veteran may be upgraded with an Aceso as an Apothecary (does not change its profile or wargear otherwise) 15 pts
- Any Veteran may take melta bombs 5 pts/model
- Any Veteran may take a storm shield 10 pts/model
- The Captain Aspirant may take the following:
 - Macharius Stratagems Codex 25 pts
 - Iron Halo 25 pts
 - Storm Shield 35 pts
 - Items from the **Special Issue Wargear** list
- The entire squad may take one of the following:
 - Jump packs 3 pts/model
 - Space Marine bikes 7 pts/model

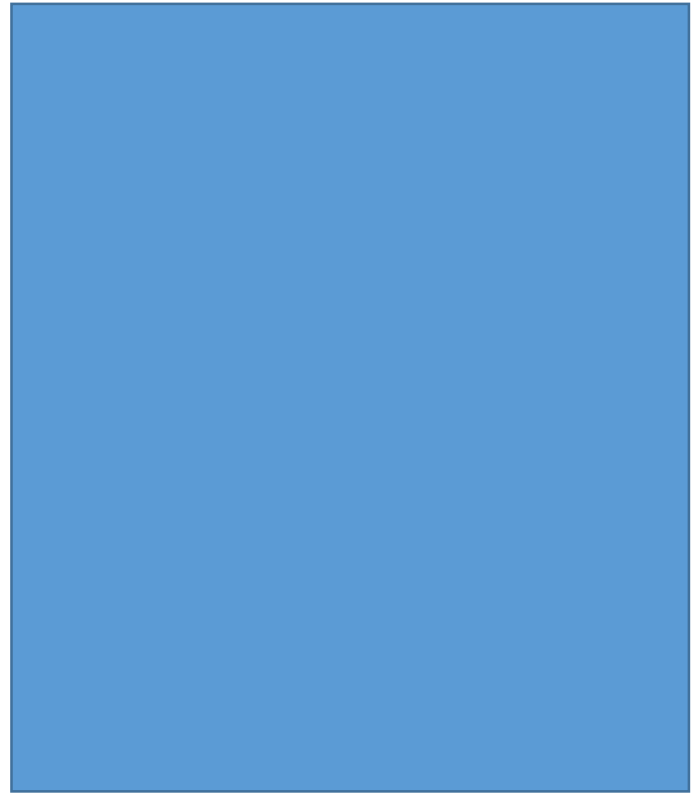


Shield Brethren



The Chosen Defenders

The wannabe Ferrus'. Tough as hell and they can do jack damage. I mean, they're decent with their storm bolters (buy the ammo) and their Shock Mauls, but they aren't Honor Guard by any means. Take an aceso you dummy.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Shield Brother	5	4	4	4	1	4	2	9	2+	Infantry (Character)	3 Shield Brothers

WARGEAR: Artificer armor, storm shield, storm bolter, stun grenades, blind grenades, krak grenades, shock maul

SPECIAL RULES: And They Shall Know No Fear, Indomitable Spirit, Suppression Tactics, Test of Glory

Defenders of Command: Shield Brethren do not take up an HQ slot if bought alongside a Captain, Silencer, and Special Character.

OPTIONS:

- May include up to nine additional Shield Brothers...30 pts/model
- May take specialized bolt ammunition3 pts/model
- Any model may take items from the **Special Issue Wargear** list

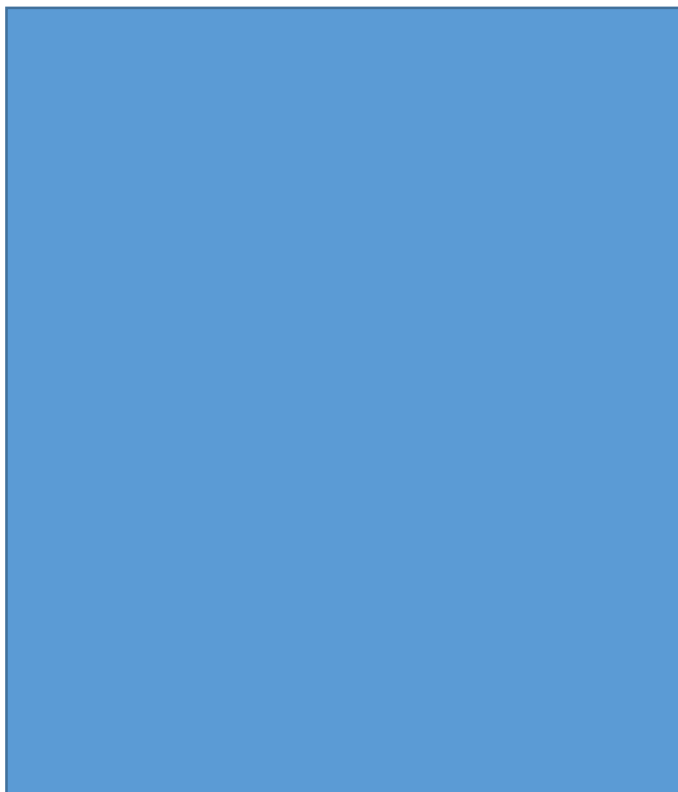


Tactical Demi-Squad



Versatility. Adaptiveness

*These were tacti-cool before you were even born, maggot. They're expensive as hell now, but there's still a few ways to kit these guys well. First: aceso and full man squad. Just sit on an objective and take plinking shots. Second: Aceso and Camo cloaks, f*ck you AP2. Third: Pseudo-Sternguard, take that specialized bolt ammunition you bastard and shoot the shit out of everything.*



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Knight	4	4	4	4	1	4	1	7	3+	Infantry	5 Knights
Sergeant	4	4	4	4	1	4	2	8	3+	Infantry (Character)	1 Sergeant

WARGEAR: Power armor, boltgun, bolt pistol, blind grenades, krak grenades

SPECIAL RULES: Indomitable Spirit, Suppression Tactics, Tactical Fire Teams

OPTIONS:

- May include up to six additional Knights16 pts/model
 - If the unit numbers twelve models, you may upgrade a Knight to Sergeant..... free!
- May take items from the **Squad Issue Wargear** list
- For every six models in the unit, one model may take one item from the **Special Weapons** list and another model from the **Heavy Weapons** list
- The Sergeant may replace his boltgun and/or bolt pistol with a chainsword..... free!
- The Sergeant may take items from the **Melee Weapons, Ranged Weapons**, and/or **Special Issue Wargear** lists
- The unit may select an Inductor pattern Rhino, Razorback, or Drop pod as a Dedicated Transport

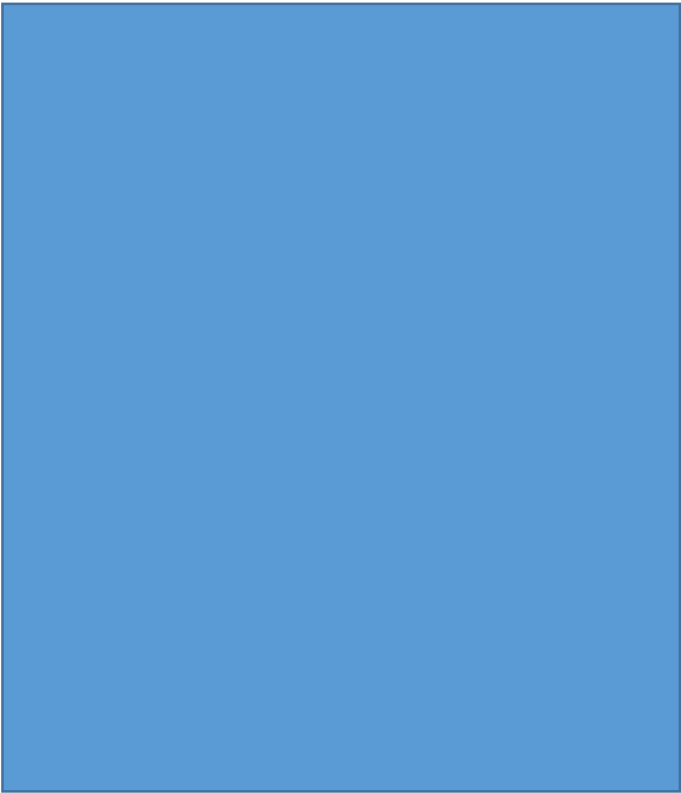


Scout Demi-Squad



The New Blood

You'll probably be using these guys more since they're one of the cheapest Troops you got with some of the better pricing compared to the other two. Your AMR's are cheap, take them. Might be best in 6man squads and just Pinning everything to hell and back. Better for Shock Maul and Astartes Riot Shield spam than the other Troops as well



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Scout	4	4	4	4	1	4	1	7	4+	Infantry	5 Scouts
Sergeant	4	4	4	4	1	4	2	8	4+	Infantry (Character)	1 Sergeant

WARGEAR: Trooper armor, boltgun, bolt pistol, blind grenades, krak grenades

SPECIAL RULES: Indomitable Spirit, Suppression Tactics, Tactical Fire Teams, Infiltrate, Scouts, Move Through Cover

OPTIONS:

- May include up to six additional Scouts13 pts/model
 - If the unit numbers twelve models, you may upgrade a Scout to Sergeant..... free!
- May take items from the **Squad Issue Wargear** list
- Any model may replace their boltgun with one of the following:
 - Combat knife..... free!
 - Sniper rifle..... 1 pt/model
- For every three models in the unit, one model may replace their boltgun for an astartes anti-materiel rifle10 pts/model
- For every six models in the unit, one model may replace their boltgun with one of the following:
 - Heavy bolter..... 8 pts
 - Missile launcher (with frag and krak missiles) 15 pts
 - o May also take flakk missiles..... 10 pts
- The Sergeant may take items from the **Melee Weapons, Ranged Weapons**, and/or **Special Issue Wargear** lists
- The unit may select a Land Speeder Storm as a Dedicated Transport

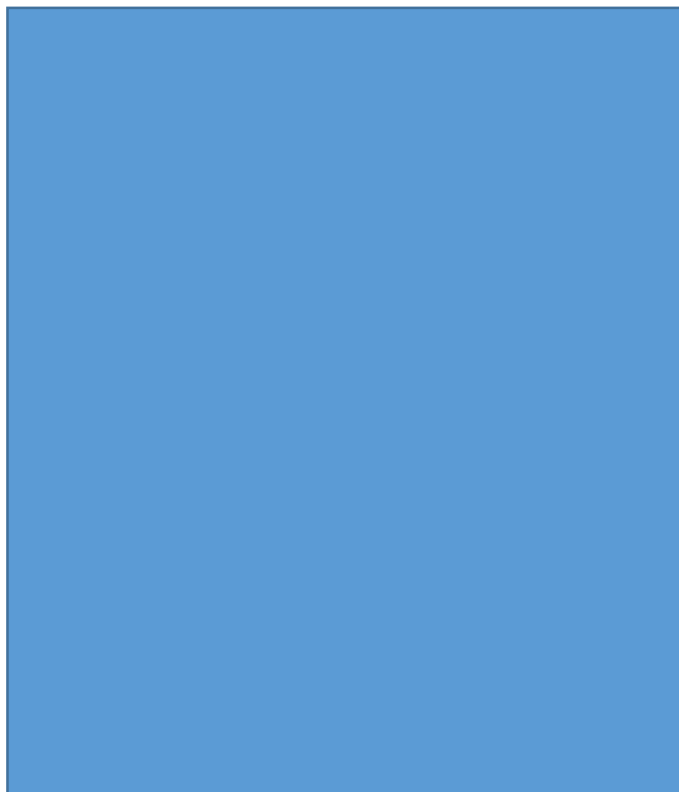


Guard Aspirant Demi-Squad



The Aspiring Knights

One job: Deep. Striking. Meltas. I mean, they can do anti-infantry as well, just slap on a Seismic Charge, take specialized bolt ammunition and some other special weapons. If you feel like annoying the hell out of a Super-heavy: take that goddamn Pulse Charge and charge for the glory of the Emperor!



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Trooper	3	4	3	3	1	3	1	7	4+	Infantry	4 Troopers
Sergeant	4	4	4	4	1	4	2	8	3+	Infantry (Character)	1 Sergeant

WARGEAR: Trooper armor, boltgun, bolt pistol, blind grenades, krak grenades

SPECIAL RULES: Tactical Fire Teams

Sergeant only: Suppression Tactics, Indomitable Spirit

Sub-Orbital Direct Insertion: This unit has the Deep Strike rule, and may choose to reduce the distance scattered by taking a number of AP4 wounds per inch of scatter reduced. If the unit includes Ghost Sergeant Jonnahas, it rolls only D6" for scatter

OPTIONS:

- May include up to six additional Troopers12 pts/model
 - If the unit numbers twelve models, you may upgrade a Trooper to Sergeant..... free!
- May replace the Sergeant with Ghost Sergeant Jonnahas, who cannot be armored in Savior Marauder armor..... 35 pts
- May take items from the **Squad Issue Wargear** list
- For every six models, two may take one item each from the **Special Weapons** list
- The Sergeant may take items from the **Melee Weapons, Ranged Weapons**, and/or **Special Issue Wargear** lists
- The unit may select a Valkyrie Avenger or Valkyrie Repressor as a Dedicated Transport

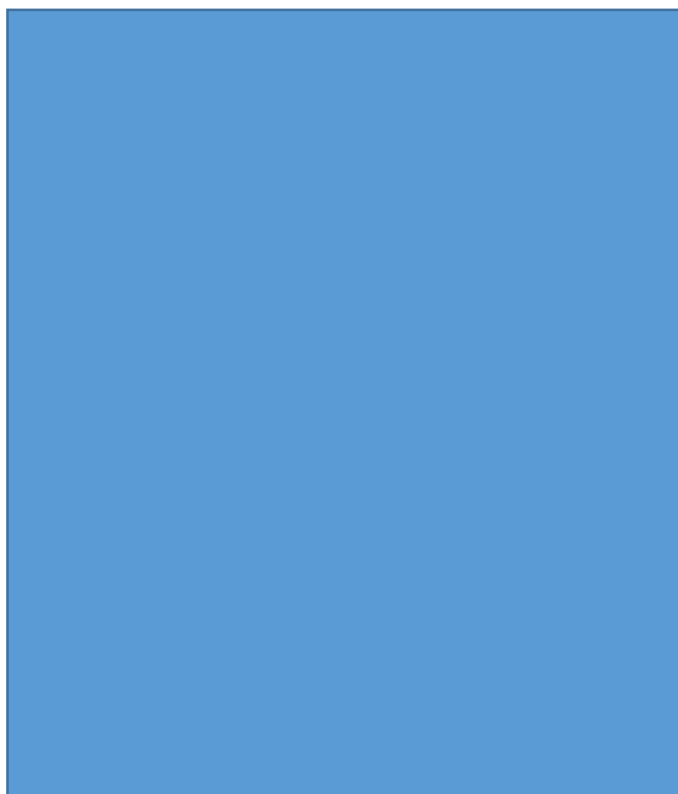


Terminator Squads

105
POINTS

The Remaining Elite

Still as cheap as regular Terminators, so you've got that going for you, plus more heavy weapons in smaller squads. Take six men, load up, and shoot EVERYTHING. Take the Active Camo if you're feeling particularly trolly/ballsy.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Terminator Veterans	4	4	4	4	1	4	2	8	2+	Infantry	2 Terminator Veterans
Terminator Sergeant	4	4	4	4	1	4	2	8	2+	Infantry (Character)	1 Terminator Sergeant

WARGEAR: Terminator Armor, Storm bolter, Power fist, Power sword

Active Camouflage: Specially silenced Terminator armor along with advanced light-bending cloaking enables users to move with complete stealth, though the massive power consumption disallows extensive use. Terminator squads with this lose their 5+ invulnerable save. When deep striking, they do not scatter and until the beginning of their next turn, they may only be hit with Snap Shots.

SPECIAL RULES: Indomitable Spirit, Suppression Tactics, Tactical Fire-teams

OPTIONS:

- May include up to nine additional Terminators35 pts/model
- May take specialized bolt ammunition3 pts/model
- Any model may exchange his power fist for a chain fist.....
..... 5 pts/model
- All models may exchange all their current weapons for:
 - Dual lightning claws free!
 - Thunder hammer & Storm shield10 pts/model
- For every three models, one may take one of the following if they have no taken dual lightning claws or thunder hammer & storm shield:
 - Heavy flamer 10 pts
 - Assault cannon..... 20 pts
 - Cyclone missile launcher..... 25 pts
- The Terminator Sergeant may take an Aceso 25 pts
- If the unit has not purchased dual lightning claws or thunder hammer & storm shield, it may take Active camouflage. This takes up an Experimental Wargear [EW] slot 25 pts
- The unit may select a Land Raider as a dedicated transport

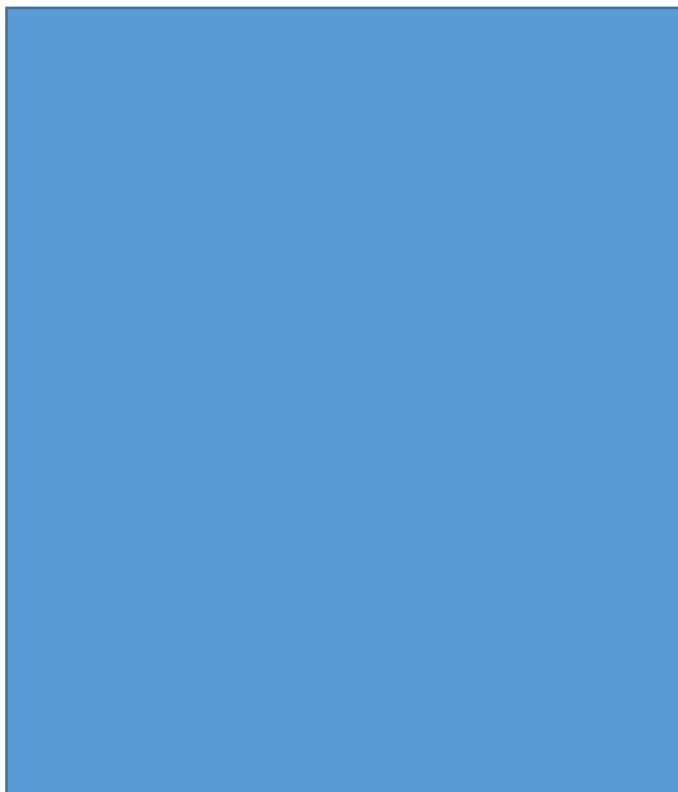


Silencer Minoris



The Unawakened Void

Expensive as hell wannabe Paladins. But for their price, you get the perfect delivery crew for your Silencers and Rachnus Pacifus. Throw those powers like you mean it without fear of your guys running from you! Null-amps are a must-have, followed closely by Iron Halos for survivability.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Silencer Minoris	5	4	4	4	2	4	2	9	2+	Infantry (Character)	2 Silencer Minoris

WARGEAR: Terminator armor, storm bolter, blind grenades, krak grenades

Vorpall Null Halberd: The weapon designs for the Nemesis Force Halberds were gifted to the knights by the Ordo Malleus. In the Nullarium's hands, they have been reforged from the same materials as other Null-weapons. They have the following profile:

Range	S	AP	Type
Null Halberd	Melee	S+1	3 Two-Handed, Master-crafted

SPECIAL RULES: Indomitable Spirit, Suppression Tactics, Tactical Fire Teams, Pariah

Aura of Sanctity: Silencer Minoris are immune to the effects of Silencer Perils

Silencer Minoris: The Silencer Minoris is a Silencer unit with a Mastery Level of 1. The unit follows all the normal rules for Silencers with the following exceptions:

- When manifesting a psychic power, this unit measures range and line of sight from, and uses the characteristics profile (if required) of, anyone one model in the unit that has the Silencer Minoris rule (controlling player's choice).

- The unit generates a number of Null Charges equal to the number of Silencer Minoris in the unit, not their Mastery Level
- The Silencer unit can only use Warp Void, Unleashed Aura, and Force to activate the unit's Null Weapons

OPTIONS:

- May include up to six additional Silencer Minoris55 pts/model
- One unit of Silencer Minoris may be promoted to Honor Guard, gaining the **Test of Glory** special rule (see Command Squad) and losing its Battlefield Role. It must start the game with an Independent Character attached..... free!
- May take specialized bolt ammunition3 pts/model
- May equip all Silencer Minoris with null aura amplifiers..... 10 pts model
- Any model may take an Iron halo10 pts/model
- One model may take an Aceso..... 25 pts
- Any model may replace their null halberd for a master-crafted null weapon
- Any model may replace their null aura amplifier for an animus diadem10 pts/model
- May take a Land Raider as a Dedicated Transport

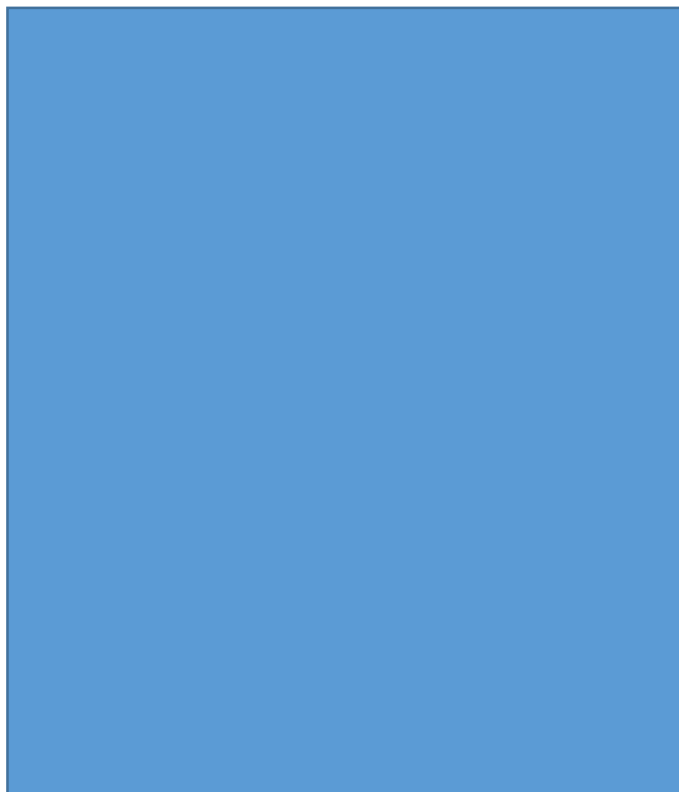


Dreadnoughts

The Honorable Ancients



Take Camo Netting, and then in your best Dreadnought vox synthesizer voice say: "I have come to hide from my enemies!"



	WS	BS	S	F	AV	S	R	I	A	HP		
					┌	└						
Dreadnought	4	4	6	12	12	10	4	4	3		Unit Type:	Unit Composition:
Venerable Dreadnought	5	5	6	12	12	10	4	4	3		Vehicle (Walker)	1 Dreadnought
Bulwark Dreadnought	4	4	6	13	13	10	4	4	3			

WARGEAR:

Dreadnought/Venerable Dreadnought: Powerfist with in-built storm bolter, multi-melta, smoke launcher, searchlight

Bulwark Dreadnought: Powerfist with in-built storm bolter, powerfist with in-built flamer, extra armor, smoke launcher, searchlight

Bulwark Guardian Shield: Bulwark Dreadnoughts are armed with a special frontal shield that extends around them in a short radius, providing valuable cover to their more fragile comrade around them. Bulwark dreadnoughts grant a 5+ cover save to all units within 6" of its hull. This allows the effect of "Suppression Tactics" to trigger.

SPECIAL RULES: Fear, Move Through Cover (Bulwark Dreadnought only), Suppression Tactics

Venerable (Venerable Dreadnought only): Whenever the Venerable Dreadnought suffers a penetrating hit, you may choose to re-roll the result on the vehicle damage table, though you must abide by the second result, even if it is worse.

OPTIONS:

- May include up to two additional Dreadnoughts ...105 pts/model
- Any Dreadnought may be upgraded to one of the following:
 - Venerable Dreadnought25 pts/model
 - Bulwark Dreadnought45 pts/model
- May take specialized bolt ammunition3 pts/model
- May replace storm bolters with heavy flamers 10 pts model
- May take items from the **Dreadnought Weapons** list
- May take items from the **Vehicle Standard Upgrades** and **Vehicle Advance Upgrades** lists
- Dreadnoughts and Venerable Dreadnoughts may replace their Powerfist with a twin-linked autocannon or missile launcher10 pts/model
- Venerable Dreadnoughts may select either an Anti-Air Marker or Lockdown Self-Repair Protocols from the **Experimental Vehicle Wargear** list
- Venerable Dreadnoughts may replace one weapon for a Gravitic Accelerator Cannon, taking an Experimental Wargear [EW] slot .. 35 pts
- If only one Dreadnought of any type is taken, it may select a Drop pod as a Dedicated Transport

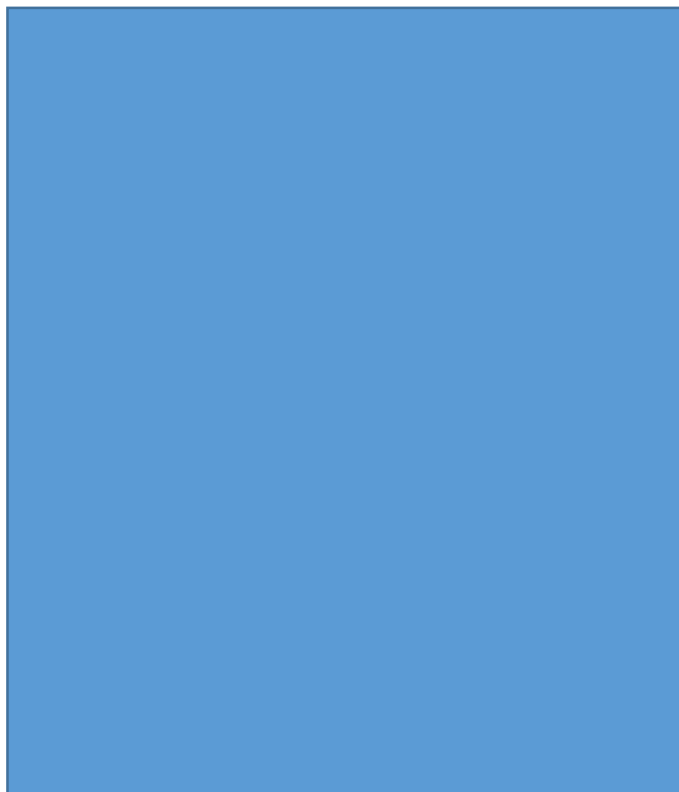


Innovatus Squads



The Spearhead of Progress

*F*cking blow up everything. Knights? Psshaw! Land Raiders? Splodey! Or alternatively: AP2? How about, AP-Deadmeat!*



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Veteran	4	4	4	4	1	4	2	8	3+	Infantry	5 Veterans
Sergeant	4	4	4	4	1	4	2	8	3+	Infantry (Character)	1 Sergeant

WARGEAR: MkI Damocles Power Armor, Bolt Pistol, Gravitic Mass Driver Rifles, Blind Grenades, Krak Grenades

SPECIAL RULES: Indomitable Spirit, Suppression Tactics, Tactical Fire-teams, Ommissiah's Bounty

OPTIONS:

- May include up to six additional Veterans.....*36 pts/model*
 - If the unit numbers twelve models, you may upgrade a Veteran to Sergeant..... *free!*
- May take items from the **Squad Issue Wargear** list
- All models may choose to exchange their Gravitic Mass Driver Rifles for Mk40 Plasma Rifles and Melta bombs..... *free!*
- The Innovatus Sergeant may take items from the **Melee Weapons, Ranged Weapons**, and/or **Special Issue Wargear** lists
- The unit may select an Inductor pattern Rhino, Razorback, or Drop pod as a Dedicated Transport

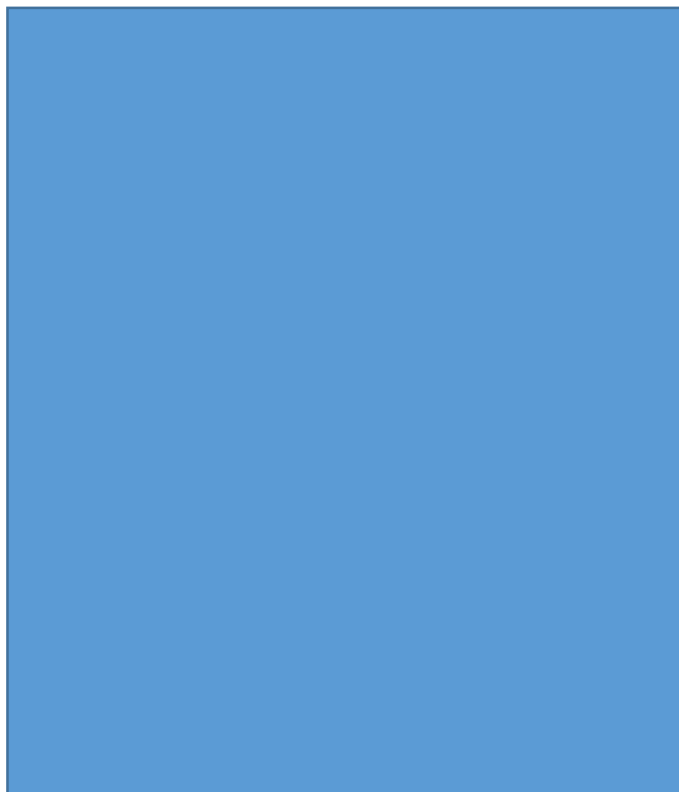


Sternguard Veteran Squads



Hunters of the Chapter

The shootiest of all shooty shooters. Expensive as hell now, but rapid fire rending can rarely go wrong. Take Silent Hand upgrade if you want the most out of your shooting.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Veteran	4	4	4	4	1	4	2	8	3+	Infantry	5 Veterans
Sergeant	4	4	4	4	1	4	2	8	3+	Infantry (Character)	1 Sergeant
Silent-Hand	4	5	4	4	1	4	2	8	3+	Infantry	

WARGEAR: Power armor, bolt pistol, stalker pattern boltgun, blind grenades, krak grenades

SPECIAL RULES: Indomitable Spirit, Suppression Tactics, Tactical Fire Teams, Scout

OPTIONS:

- May include up to six additional Veterans.....*23 pts/model*
 - If the unit numbers twelve models, you may upgrade a Veteran to Sergeant.....*free!*
- The entire unit may:
 - Take items from the **Squad Issue Wargear** list
 - Upgrade to Silent-Hand Veterans*3 pts/model*
 - Exchange a Stalker Bolter for an Astartes Anti-Materiel Rifle for every three models*3 pts/model*
- Any model may replace their Stalker Pattern Bolter for a Combi-flamer, -melta, -plasma.....*5 pts/model*
- For every six models in the unit, two models may take an item from the **Special Weapons** and **Heavy Weapons** lists.
- The Sergeant may replace his boltgun and/or bolt pistol with a chainsword.....*free!*
- The Sergeant may take items from the **Melee Weapons**, **Ranged Weapons**, and/or **Special Issue Wargear** lists
- The unit may select an Inductor pattern Rhino, Razorback, or Drop pod as a Dedicated Transport

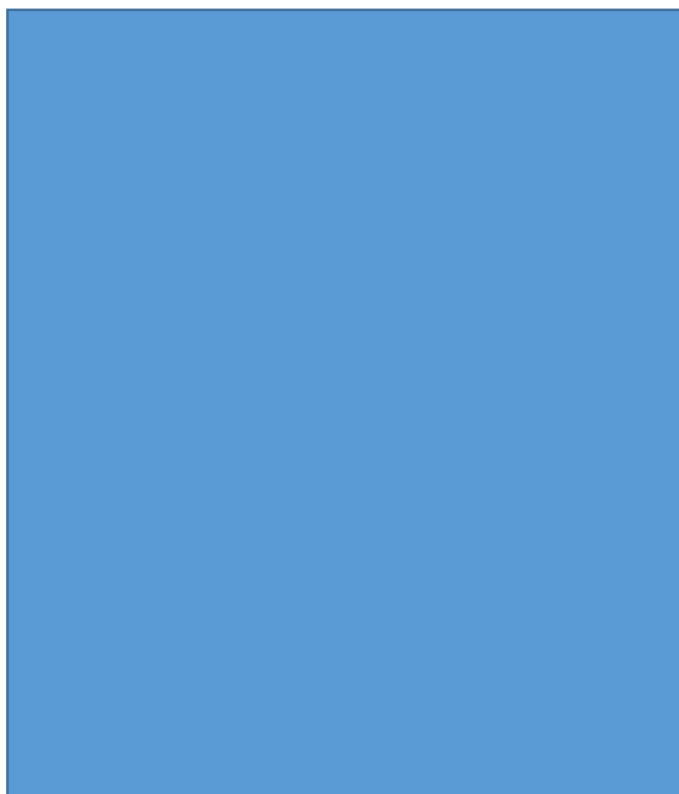


Workshop Mechanicus Cohort

55
POINTS

The Heralds of Imperial Progress

Unlock those delicious slots you dirty man-whore of a cock waffle. Also, trolly idea I just thought up of. Take all three, give them all Astartes Riot Shields and separate them into different squads. BAM! 2+ and pseudo 3++!



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Techmarine	4	5	4	4	2	4	2	8	2+	Infantry (Character)	1 Techmarine
Servitor	3	3	3	3	1	3	1	7	4+	Infantry	

WARGEAR:

Techmarine: Artificer armor, bolt pistol, boltgun, blind grenades, krak grenades, servo-arm

Servitor: Trooper armor, boltgun, servo-arm

SPECIAL RULES: Independent Character, Indomitable Spirit, Suppression Tactics, Tactical Fire Teams (Techmarine only)

Blessing of the Omnissiah: In each of your Shooting phases, instead of firing his weapons, a character with this special rule may choose to repair a single friendly vehicle that he is in base contact with or embarked upon. To repair a vehicle, roll a D6 and add the following modifiers where applicable:

+1 for each Servitor with a servo-arm in the character's unit
+1 if the character has a servo-harness

If the result is a 5 or more, you may either restore a Hull Point lost earlier in battle, or repair a Weapon Destroyed or Immobilized result suffered earlier in the battle; this is effective immediately

Servo Enhancement: If a model with this rule accompanies a unit in Marauder, Trooper, or Damocles MkI armor, the unit counts as Relentless instead of Slow & Purposeful.

Bolster Defenses (Not Included): After deployment, but before scout redeployments and Infiltrate deployments, nominate one

piece of terrain in your deployment zone (this may not be one you have purchased as part of your army). The terrain piece's cover save is increased by one for the duration of the game (to a maximum of 3+). Note that a piece of terrain can only be bolstered once.

Decree Innovatus: For every Techmarine in your army you may take two additional pieces of Experimental Wargear.

OPTIONS:

- May include up to two additional Techmarines, who may deploy separately.....55 pts/model
- May include up to five Servitors12 pts/model
- Any Techmarine may replace the **Servo Enhancement** rule with **Bolster Defenses**.....10 pts/model
- Any Techmarine may take the following:
 - Items from the **Melee Weapons, Ranged Weapons, Squad Issue Wargear, Special Issue Wargear** and/or **Experimental Wargear** lists
 - Servo-Harness25 pts/model
 - Gravitic Accelerator Cannon Platform25 pts/model
- Up to two Servitors may replace their Servo-arm with a:
 - Heavy Bolter.....10 pts/model
 - Multi-melta10 pts/model
 - Mk40 Plasma Cannon20 pts/model

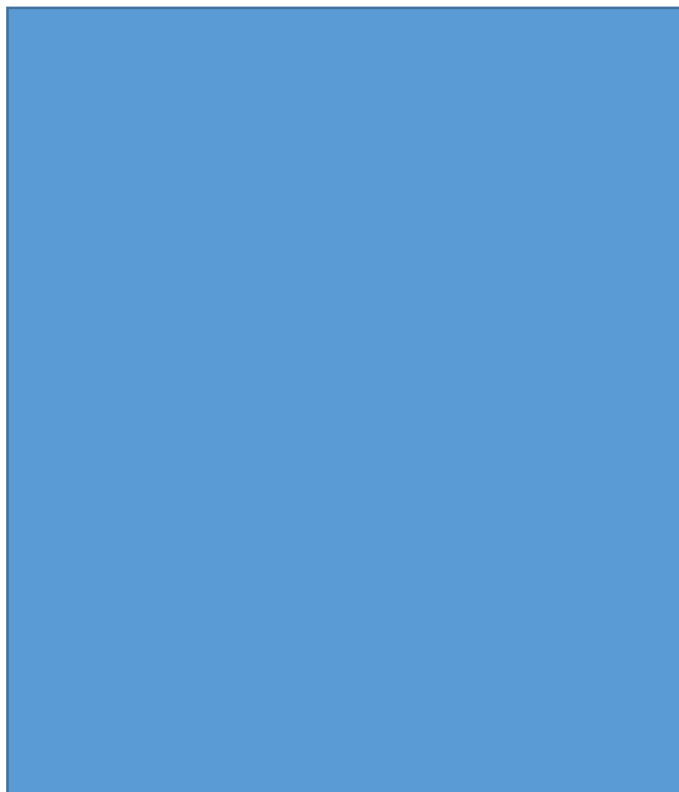


Ghost Sergeant Jonnahas



The Legend of Tertius Prime

For 250pts he's actually not that impressive. Shoot the shit out of hordes, and then assault vehicles. That's honestly one of the better ways to use this guy. He just isn't durable enough to tackle truly elite squads but makes a mess of anything that can't hurt him back.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Ghost	5	5	3	3	2	3	3	9	4+	Infantry (Character)	1 (Unique)
Armored Ghost	5	5	4	6	4	3	3	9	2+	Jump Infantry (Character)	

WARGEAR:

Ghost: Trooper armor, seismic charge, blind grenades, krak grenades, stun grenades, boltgun, specialized bolt ammunition, bolt pistol, locator beacon

Armored Ghost: Savior-Pattern Marauder armor

Savior-Pattern Marauder Armor: This is Marauder armor with Relentless, Omni-Targeting Systems and Fail-safe. It is armed with two Hunter-killer Missiles, a twin-linked Skybolt Missile Launcher, two Seismic Charges, an Assault Cannon and a Dreadnought Chain-fist with a built-in Cerberus Launcher. It includes a Locator beacon, Aceso and a Bulwark Guardian Shield

Omni-Targeting Systems: Armored Ghost may fire up to three weapons per Shooting Phase at any targets he chooses

Fail-Safe: A bomb attached to the life signals of the Savior Marauder suit. Should Armored Ghost lose his last wound, resolve a S8 AP2 5" explosion centered over the model before removing it

SPECIAL RULES:

Ghost: Fearless, Suppression Tactics, Sub-Orbital Direct Insertion, Independent Character

Armored Ghost: Fearless, Suppression Tactics, Rampage, Sub-Orbital Direct Insertion

Never Out-Gunned: If there are more enemy units within 18" than friendly units (not including himself, Ghost (and Armored Ghost) and the unit he is in may fire a second time in the Shooting Phase with Snap Shots

Let's Get Tactical:: Friendly Knight Inductor units within 6" of Ghost or Armored Ghost gain the Split Fire special rule and Pinning tests they and Ghost or Armored Ghost inflict are taken with a -1 Leadership modifier

Grand Skyfall: The turn Armored Ghost Deep Strikes, he emits a powerful shock-wave. Enemy models within 6" take a S4 AP6 hit with the Strike-down special rule

OPTIONS:

- May be armored in the Savior-Pattern Marauder armor, gaining the Armored Ghost profile, rules, and wargear 200 pts

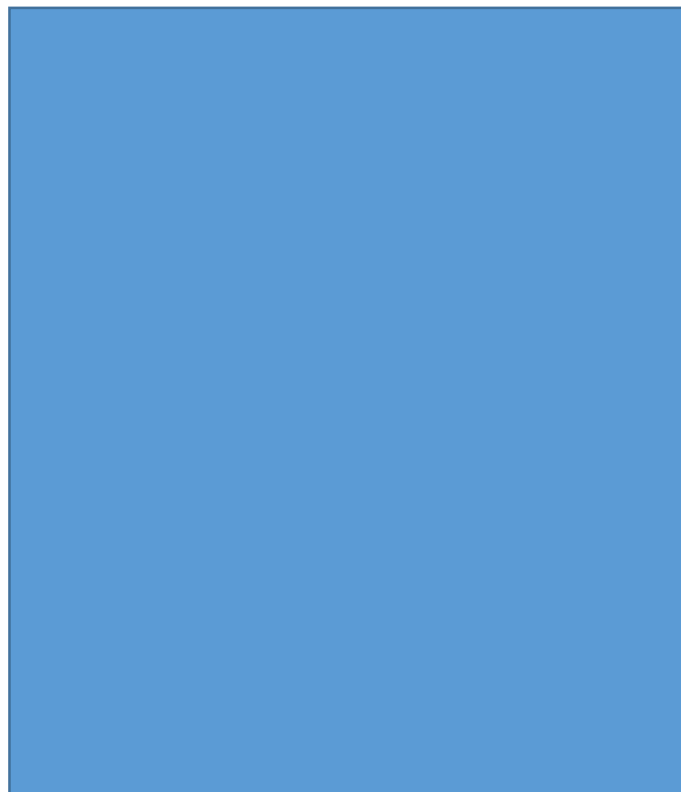


Incursion Demi-Squad

Frontline Warriors, Home of the Vanguard



Spam Shock Mauls. ??????. Profit!



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Knight	4	4	4	4	1	4	1	7	3+	Infantry	5 Knights
Sergeant	4	4	4	4	1	4	2	8	3+	Infantry (Character)	1 Sergeant
Vanguard Veteran	5	4	4	4	1	4	2	8	3+	Infantry (Character)	

WARGEAR: Power armor, bolt pistol, shock baton, stun grenades, krak grenades

SPECIAL RULES: Indomitable Spirit, Suppression Tactics, Tactical Fire Teams

Blade of Experience (Vanguard Veteran only): A unit that includes a model with this rule gains +1WS and re-rolls failed-rolls to hit in the first round of combat.

Independent Character (Vanguard Veteran only)

OPTIONS:

- May include up to six additional Knights 16 pts/model
 - If the unit numbers twelve models, you may upgrade a Knight to Sergeant..... free!
- May replace the unit's bolt pistols and/or shock batons with:
 - Shock maul..... 5 pts/model
 - Astartes riot shield 5 pts/model
- May upgrade the Sergeant to a Vanguard Veteran, replacing his shock baton with a master-crafted power weapon 20 pts

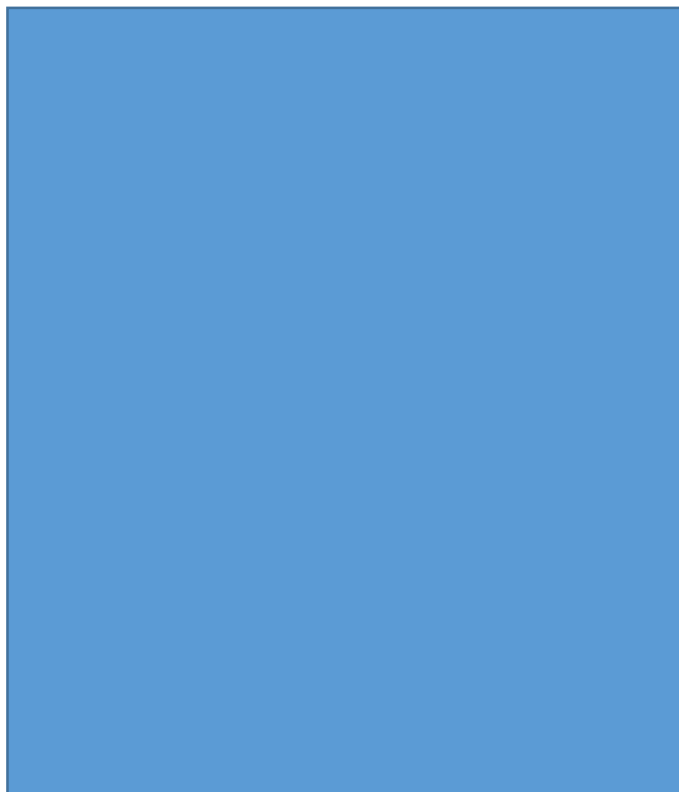
- The entire squad may take Jump packs if Astartes riot shields were not selected3 pts/model
- For every six models, two may exchange their bolt pistol for one of the following:
 - Flamer10 pts/model
 - Mk40 plasma pistol.....10 pts/model
- The Sergeant and Vanguard Veteran may replace their bolt pistol and/or melee weapon with a:
 - Mk40 plasma pistol..... 10 pts
 - Storm shield 10 pts
 - Power weapon or lightning claw..... 15 pts
 - Power fist 25 pts
 - Thunder hammer or pair of lightning claws..... 30 pts
- The Sergeant may replace his boltgun and/or bolt pistol with a chainsword free!
- The Sergeant and Vanguard Veteran may take items from the **Special Issue Wargear** lists
- Up to two models may take a Seismic charge10 pts/model
- The unit may select an Inductor pattern Rhino, Razorback, or Drop pod as a Dedicated Transport if Jump packs were not taken



Scout Biker Squad

Frontline Warriors, Home of the Vanguard

Get cluster mines, get cluster f*cked (the enemy that is)



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Scout Biker	4	4	4	5	1	4	1	7	4+	Bike	2 Scout Bikers
Scout Biker Sergeant	4	4	4	5	1	4	2	8	4+	Bike (Character)	1 Scout Biker Sergeant

WARGEAR: Trooper armor, bolt pistol, shock baton, blind grenades, krak grenades, Space Marine bike (with twin-linked boltgun)

Combi-Launcher: A model equipped with this may fire any equipped grenades it has up to 24" in the Shooting Phase, ignoring restrictions on the number of grenades allowed to be fired from the unit

SPECIAL RULES: Indomitable Spirit, Suppression Tactics, Tactical Fire Teams, Infiltrate, Scout

OPTIONS:

- May include up to nine additional Scout Bikers21 pts/model
 - If the unit numbers twelve models, you may upgrade a Scout Biker to Scout Biker Sergeant free!
- The unit may take the following:
 - Cluster mines 15 pts
 - Items from the **Squad Issue Wargear** list
- The Scout Biker Sergeant may take items from the **Melee Weapons, Ranged Weapons**, and/or **Special Issue Wargear** lists
- The Scout Biker Sergeant may take a locator beacon..... 10 pts

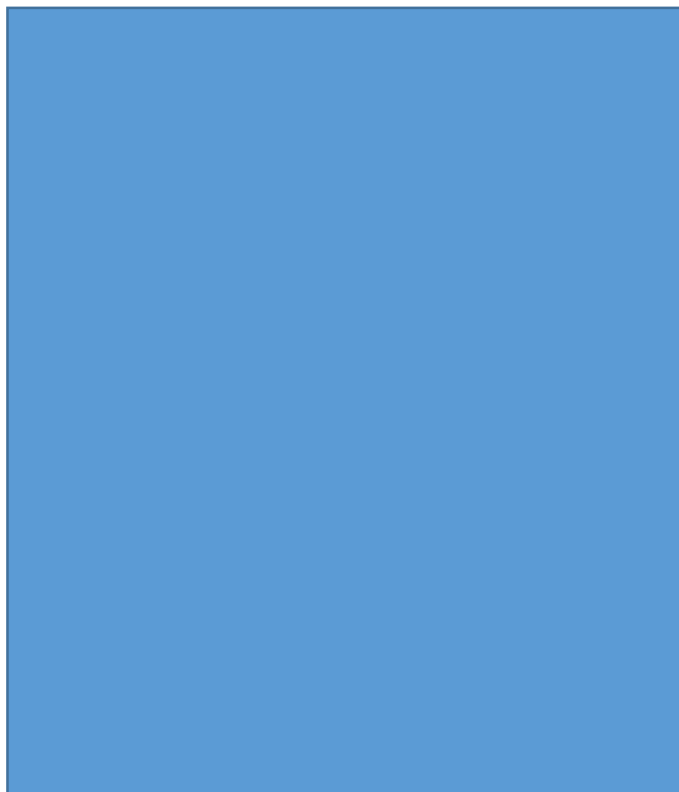


Mounted Knights



Frontline Warriors, Home of the Vanguard

So many special weapons! Other Chapters be mad jelly of your mad bling yo.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Mounted Knight	4	4	4	5	1	4	1	7	3+	Bike	2 Mounted Knights
Mounted Sergeant	4	4	4	5	1	4	2	8	3+	Bike (Character)	1 Mounted Sergeant
Attack Bike	4	4	4	5	2	4	2	7	3+	Bike	

WARGEAR: Power armor, bolt pistol, heavy bolter (Attack Bike only*), blind grenades, krak grenades, Space Marine bike (with twin-linked boltgun).

*The Attack Bike's heavy weapon is fired by the passenger in the sidecar, as explained in the Warhammer 40,000 rulebook.

SPECIAL RULES: Indomitable Spirit, Suppression Tactics, Tactical Fire Teams

Mounted Assault: If a unit with this special rule is chosen as part of a Detachment that contains at least one independent character with the Knights Inductor Faction equipped with a Space marine bike, the unit's Battlefield Role changes to Troops

OPTIONS:

- May include up to nine additional Mounted Knights
.....23 pts/model
- If the unit numbers twelve models, you may upgrade Mounted Knight to Mounted Sergeant free!
- May include up to two Attack Bikes.....42 pts/model
- The unit may take items from the **Squad Issue Wargear** list
- Two models may select an item each from the **Special Weapons** list. For every three models after the first three, a model may take an item from the **Special Weapons** list
- The Attack bike may replace its Heavy bolter for a Multi-melta ...
..... 10 pts
- The Mounted Sergeant may take items from the **Melee Weapons**, **Ranged Weapons**, and/or **Special Issue Wargear** lists

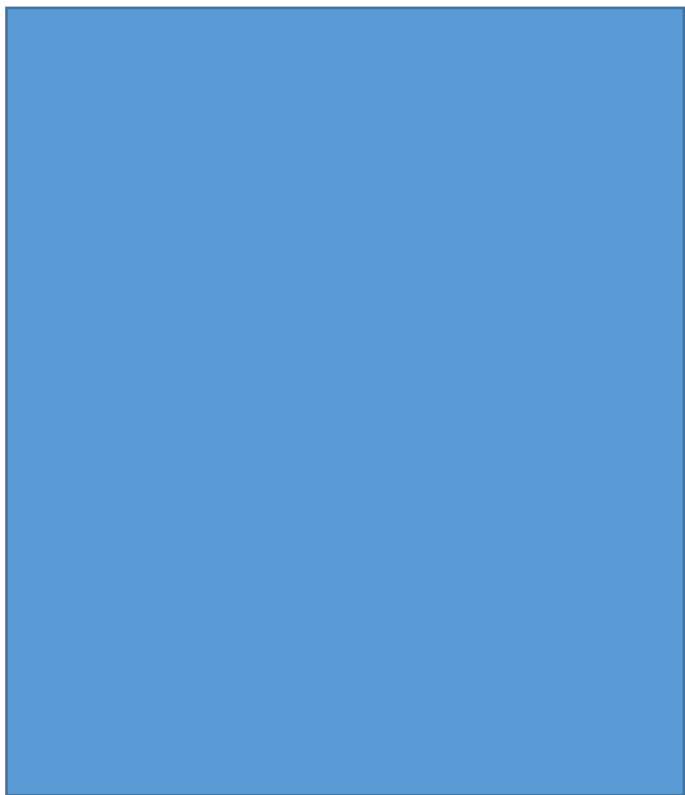


Land Speeder Squadron

Frontline Warriors, Home of the Vanguard



Since you have no Attack Bikes, these are your guys for your niche heavy weapons in awkward but useful places needs!



	AV					
	BS	F	S	R	HP	
Land Speeder	4	10	10	10	2	

Unit Type:
Vehicle (Fast, Skimmer)

Unit Composition:
1 Land Speeder

WARGEAR: Heavy bolter

SPECIAL RULES: Deep Strike

OPTIONS:

- May include up to two additional Land Speeders.....*45 pts/model*
- Any Land Speeder may replace its Heavy bolter with one of the following:
 - Heavy Flamer *5 pts*
 - Multi-melta *10 pts*
- Any Land Speeder may take Tornado-pattern:
 - Heavy Flamer *5 pts*
 - Heavy Bolter..... *5 pts*
 - Multi-melta *15 pts*
 - Assault cannon..... *20 pts*
- Any Land Speeder may take Typhoon Missile launchers *25 pts*
- Any Land Speeder may take items from the **Standard Vehicle Upgrades** and **Advanced Vehicle Upgrades** lists

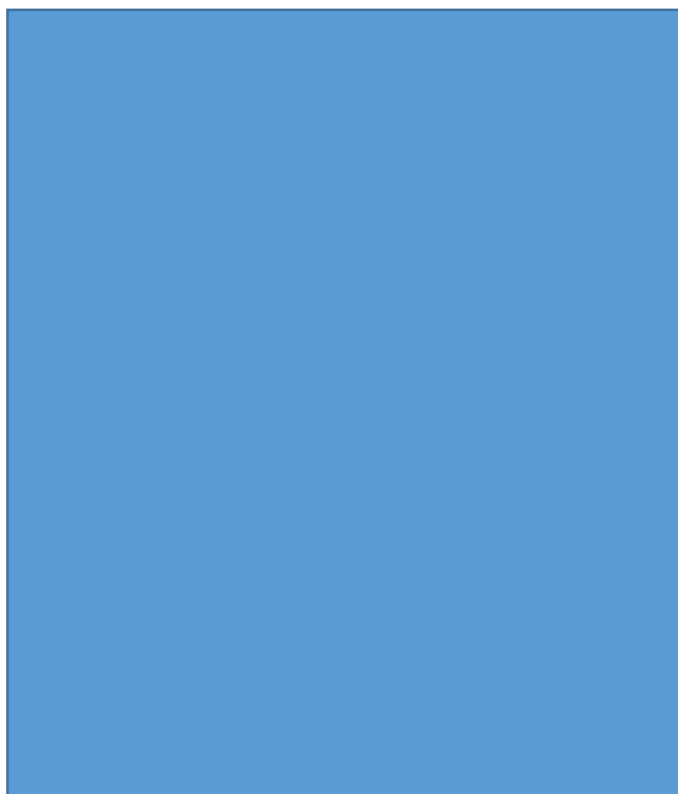


Land Speeder Storm



Frontline Warriors, Home of the Vanguard

Still cheap, still amazing, take five. You should at least take one or two to spam some blinding goodness.



	AV					
	BS	F	S	R	HP	
Land Speeder Storm	4	10	10	10	2	

Unit Type:
Vehicle (Fast, Skimmer,
Open-topped, Transport)

Unit Composition:
1 Land Speeder Storm

WARGEAR: Cerberus launcher, heavy bolter, jamming beacon

SPECIAL RULES: Deep Strike, Scout

TRANSPORT: Six. It may only carry models in Trooper armor

OPTIONS:

- May include up to two additional Land Speeder Storms
.....40 pts/model
- May replace the Heavy bolter with one of the following:
 - Heavy Flamer 5 pts
 - Multi-melta 10 pts
 - Assault cannon 15 pts
- May take items from the **Standard Vehicle Upgrades** and **Advanced Vehicle Upgrades** lists

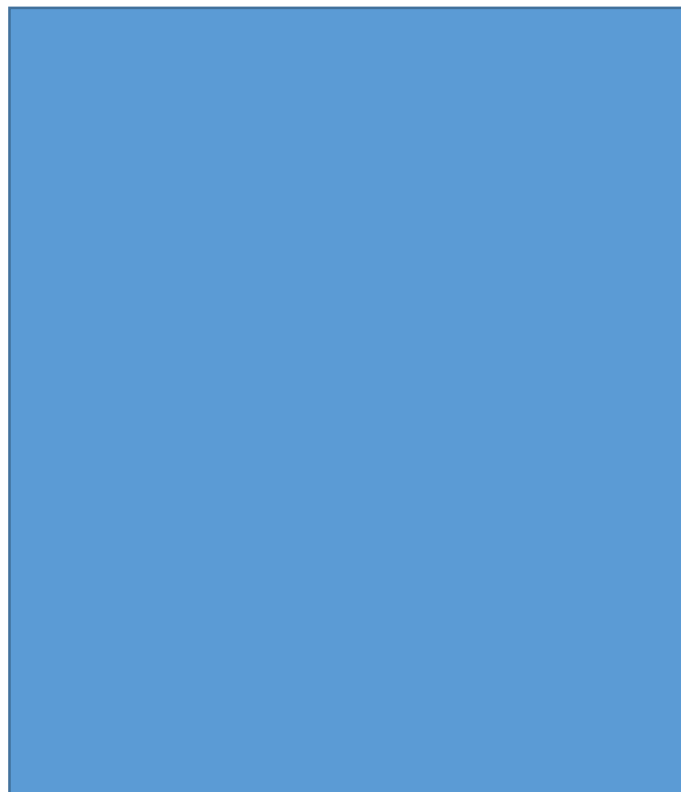


Mobilus Artillery Unit



Frontline Warriors, Home of the Vanguard

Take all heavy mortars for the most basic anti-horde. Take Scyllas or Charybdis for some delayed but powerful S9 AP3 or S10 AP4 goodness. You lose a turn of shooting, but they can't be targeted in the beginning.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Artillery Piece	-	-	-	7	2	-	-	-	3+	Artillery	1 Artillery Piece
Techmarine Gunner	4	5	4	4	2	4	2	8	2+	Artillery	1 Techmarine
Servitor	3	3	3	3	1	3	1	7	4+	Artillery	

WARGEAR:

Techmarine: Artificer armor, bolt pistol, boltgun, blind grenades, krak grenades, servo-harness

Servitor: Trooper armor, boltgun, servo-arm

SPECIAL RULES: Indomitable Spirit, Suppression Tactics, Tactical Fire Teams, Blessing of the Omnissiah, Servo Enhancement, Decree Innovatus (Techmarine only)

Airdrop Artillery: Any Mobilus Artillery unit that includes a Charybdis Pack Howitzer or Scylla Pack Bombard must start the game in reserves, even in missions that do not use reserves. The unit arrives via Deep Strike, without scatter if within 6" of a friendly unit, and may fire indirectly the turn it arrives.

OPTIONS:

- May include up to five additional Servitors12 pts/model
- The Techmarine may replace their **Servo Enhancement** special rule for the **Bolster Defenses** special rule (see Workshop Mechanicus Cohort entry) 10 pts
- For every two models one Heavy mortar may be added to the unit (first is included)..... 20 pts
- Any Heavy mortar may be upgraded to one of the following:
 - Charybdis Pack Howitzer..... 30 pts
 - Quad gun..... 30 pts
 - Scylla Pack Bombard 50 pts
- The Techmarine may take an Armored Strategic System from the **Experimental Infantry Wargear** list

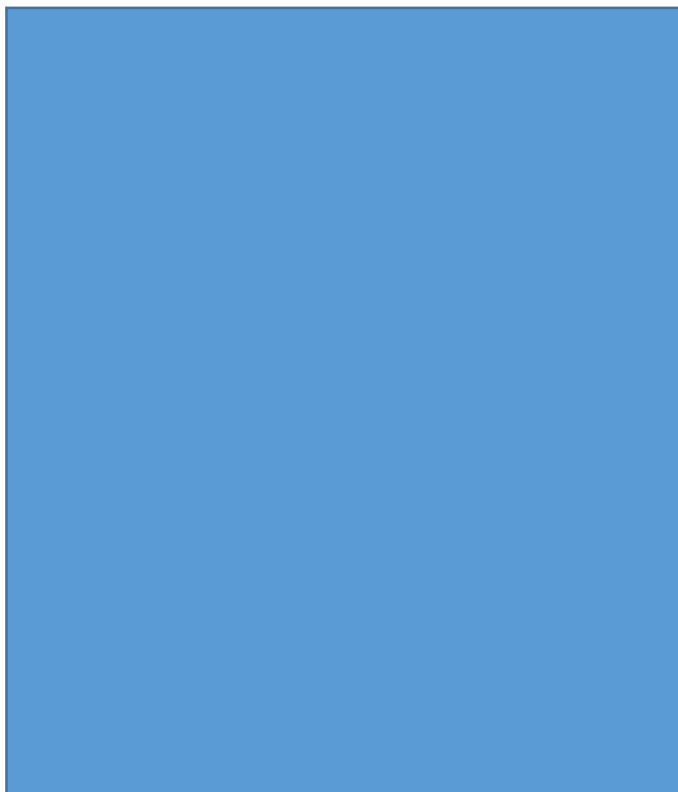


Rhino

The Reliable Boxes of Metal



MEHTAL BAWKSES!



	AV							
	BS	F	S	R	HP	Unit Type:	Unit Composition:	
Rhino	4	11	11	10	3	Vehicle (Tank, Transport)	1 Rhino	

WARGEAR: Storm bolter, searchlight, smoke launchers

SPECIAL RULES:

Self-Repair Systems: If a Rhino is immobilized, then in subsequent turns, it may attempt to repair itself instead of shooting. To make the attempt, roll a D6 in the Shooting phase; on a roll of a 6+, the vehicle is longer Immobilized. Note that a successful Repair does not restore a Hull Point

TRANSPORT:

Transport Capacity: Ten models. It cannot carry models with any variation of the Bulky special rule.

Fire Points: Two models can fire from the Rhino's top hatch

Access Points: The Rhino has one Access Point on each side of its hull and one at the rear

OPTIONS:

- May upgrade its transport capacity to twelve models, losing the Self-Repair Systems special rule..... *free!*
- May take items from the **Standard Vehicle Upgrades** and **Advanced Vehicle Upgrades** lists

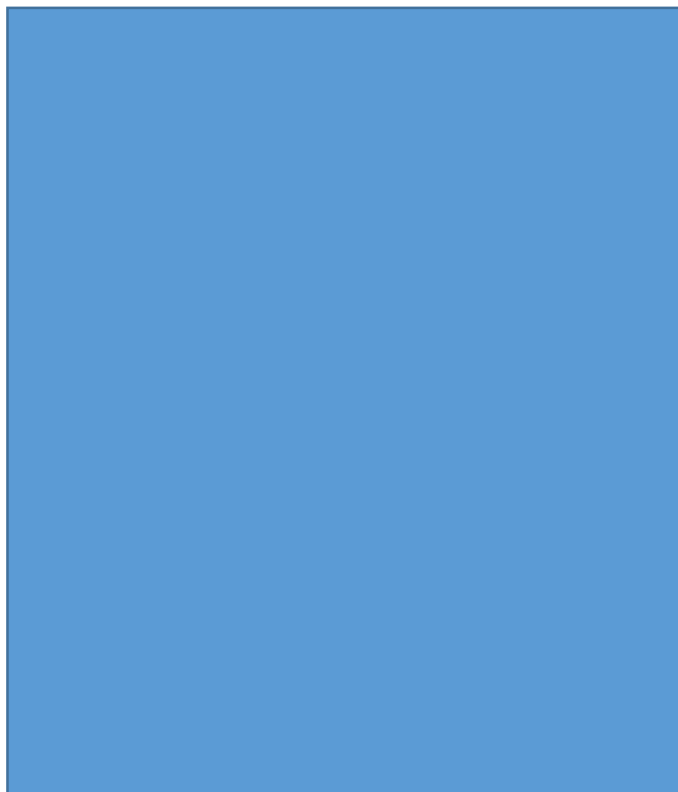


Razorback

The Reliable Boxes of Metal



MELHTAL BWAKSHES (with Dakka)



	AV						
	BS	F	S	R	HP	Unit Type:	Unit Composition:
Razorback	4	11	11	10	3	Vehicle (Tank, Transport)	1 Razorback

WARGEAR: Twin-linked heavy bolter, searchlight, smoke launchers

TRANSPORT:

Transport Capacity: Six models. It cannot carry models with any variation of the Bulky special rule.

Fire Points: None

Access Points: The Razorback has one Access Point on each side of its hull and one at the rear

OPTIONS:

- May replace the Twin-linked heavy bolter with one of the following:
 - Twin-linked heavy flamer..... *free!*
 - Twin-linked multi-melta..... *10 pts*
 - Twin-linked assault cannon..... *20 pts*
 - Twin-linked lascannon *20 pts*
 - Twin-linked mk40 plasma gun and lascannon *20 pts*
- May take items from the **Standard Vehicle Upgrades** and **Advanced Vehicle Upgrades** lists

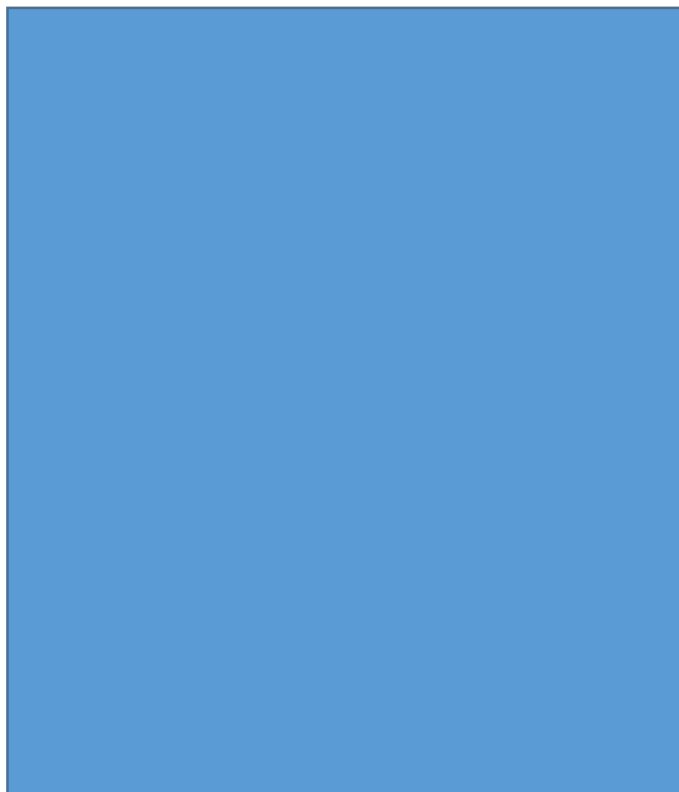


Drop Pod

The Reliable Boxes of Metal



Take in odd numbers, and take the Sky Shroud upgrade when you can. So hella worth it for 15pts



	AV					
	BS	F	S	R	HP	
Drop Pod	4	12	12	12	3	Unit Type: Vehicle (Open-topped, Transport)
						Unit Composition: 1 Drop Pod

WARGEAR: Storm bolter

SPECIAL RULES:

Immobile: A Drop Pod cannot move once it has entered play, and counts in all respects as a vehicle that has suffered an Immobilized result that cannot be repaired in any way. This does not cause it to lose a Hull Point.

Drop Pod Assault: Drop Pods and units embarked upon them must be held in Deep Strike Reserve. At the beginning of your first turn, half of your Drop Pods (rounding up) automatically arrive from Reserve. The arrival of remaining Drop Pods is rolled for normally. Once a Drop Pod lands, all passengers must disembark and no models can embark for the rest of the game.

Inertial Guidance System: If a Drop Pod scatters on top of impassable terrain or another model (friend or foe), reduce the scatter distance by the minimum amount required in order to avoid the obstacle. If a Drop Pod scatters off of the edge of the board, it suffers a Deep Strike mishap.

Sky Shroud Decoy System (Sky Shroud Drop Pods only): The turn a Sky Shroud Drop Pod enters play, neither it nor its passengers may be targeted by Interceptor weapons. In addition, the Sky Shroud Drop Pod and its passengers receive the Shrouded special rule until the beginning of its next turn

TRANSPORT:

Transport Capacity: Ten models, or one Dreadnought of any type, or one Mobilius Artillery Piece and Techmarine Gunner

OPTIONS:

- May upgrade its transport capacity to twelve models, losing the Storm bolter *free!*
- May replace the Storm bolter with a Cerberus launcher..... *15 pts*
- May take a locator beacon..... *10 pts*
- May upgrade to a Sky Shroud Drop Pod, keeping the same profile and rules as a Drop Pod and gaining the Sky Shroud Decoy System special rule *15 pts*

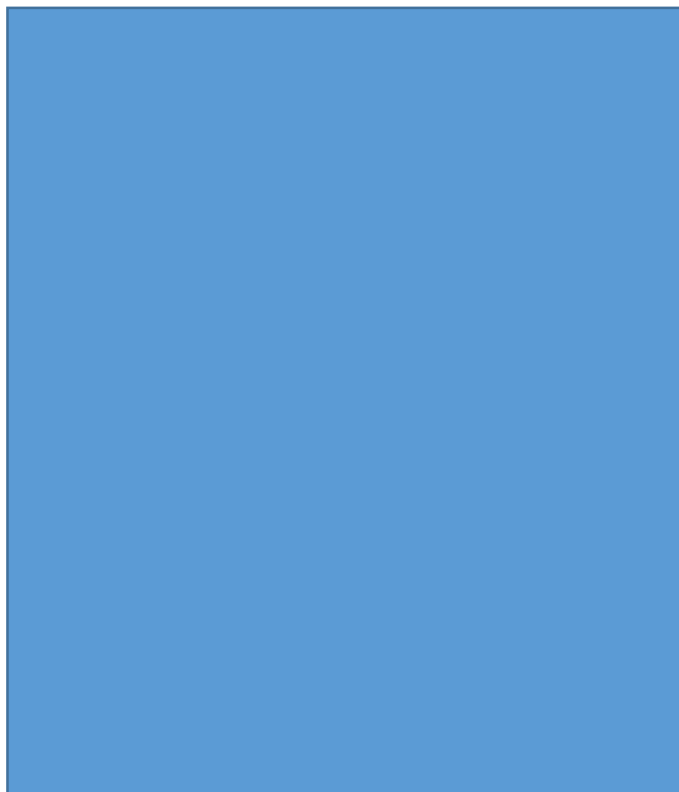


Valkyrie Repressor Squadron



Frontline Warriors, Home of the Vanguard

Take a pair in the same slot, take Invasive gas for some nice AP3 pseudo Hell drake shenanigans.



	AV					
	BS	F	S	R	HP	
Valkyrie Repressor	4	12	12	10	3	

Unit Type:	Unit Composition:
Vehicle (Flyer, Hover, Transport)	1 Valkyrie Repressor

WARGEAR: Twin-linked lascannon, four bomb pylon canisters, armored ceramite

SPECIAL RULES: Assault Vehicle

Skies of Fury: If a Flyer with this rule moves more than 6", passengers may still disembark, but they do so as follows:

Nominate any points over which the Flyer moved that turn and deploy the squad as if it were deep striking onto that point. If the unit scatters, every disembarking model must immediately take a Dangerous Terrain test. If any of the models cannot be deployed, the entire unit is destroyed. Models that disembark using the Skies of Fury special rule cannot charge in the turn that they do so.

TRANSPORT:

Transport Capacity: Twelve models

Fire Points: None

Access Points: A Valkyrie Avenger has one Access Point on each side of its hull, and one at the rear

OPTIONS:

- May include up to two additional Valkyrie Repressors.....120 pts/model
- Must mount one of the following bomb pylon canisters:
 - Blinding gas..... free!
 - Stunning gas..... free!
 - Invasive gas..... 10 pts
 - Knockout gas..... 10 pts
- May take the following:
 - Searchlight 1 pts
 - Extra armor 5 pts
 - Power of the machine spirit special rule 15 pts
 - Items from the **Advanced Vehicle Upgrades** list
- May take side sponsons with:
 - Heavy bolters 20 pts
 - Hurricane bolters 25 pts

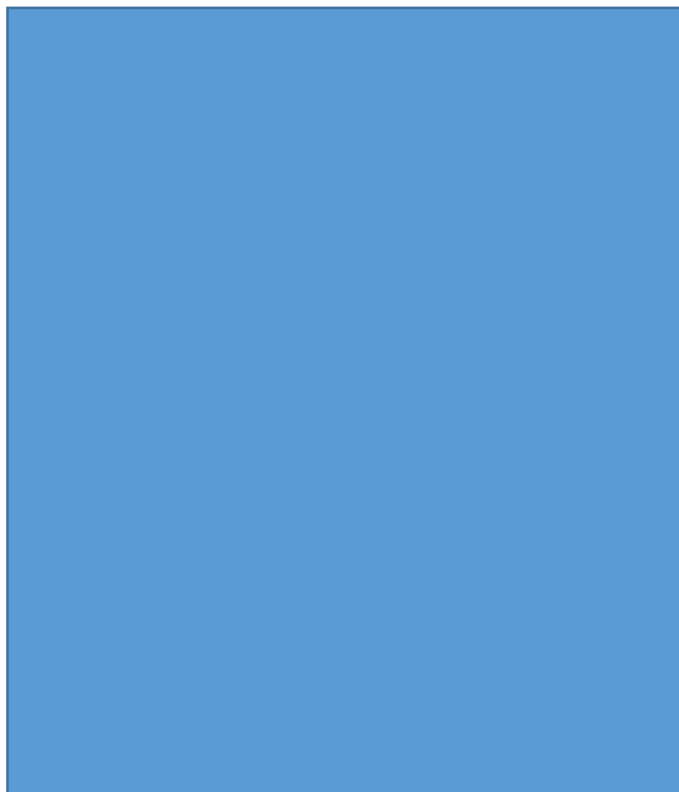


Valkyrie Avenger Squadron



Frontline Warriors, Home of the Vanguard

Take Refractive Shield Plating for a durable and powerful fighter. If you're taking glances you won't have to jink!



	AV					
	BS	F	S	R	HP	
Valkyrie Avenger	4	12	12	10	3	

Unit Type:	Unit Composition:
Vehicle (Flyer, Hover, Transport)	1 Valkyrie Avenger

WARGEAR: Three twin-linked lascannons, armored ceramite

SPECIAL RULES: Assault Vehicle, Skies of Fury

TRANSPORT:

Transport Capacity: Six models

Fire Points: None

Access Points: A Valkyrie Avenger has one Access Point on each side of its hull, and one at the rear.

OPTIONS:

- May include up to two additional Valkyrie Avenger
.....200 pts/model
- May take the following:
 - Searchlight 1 pts
 - Extra armor 5 pts
 - Power of the machine spirit special rule 15 pts
 - Items from the **Advanced Vehicle Upgrades** list
- May take side sponsons with:
 - Heavy bolters 20 pts
 - Hurricane bolters 25 pts

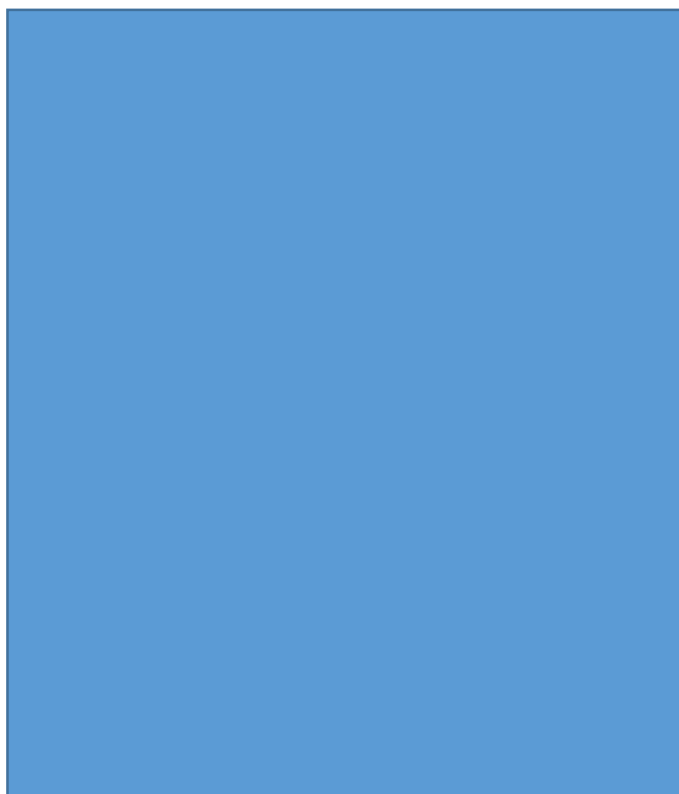


Suppressor Demi-Squad

96
POINTS

Frontline Warriors, Home of the Vanguard

These are actually pretty good. Take Marksman Auto sense with your heavy weapons for a good chance to snipe the hell out of some fools.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Knight	4	4	4	4	1	4	1	7	3+	Infantry	5 Knights
Sergeant	4	4	4	4	1	4	2	8	3+	Infantry (Character)	1 Sergeant

WARGEAR: Power armor, boltgun, bolt pistol, blind grenades, krak grenades

SPECIAL RULES: Indomitable Spirit, Suppression Tactics, Tactical Fire Teams

OPTIONS:

- May include up to six additional Knights16 pts/model
- If the unit numbers twelve models, you may upgrade a Knight to Sergeant..... free!
- May take items from the **Squad Issue Wargear** list
- For every six models in the unit, four models may take items from the **Heavy Weapons** list
- The unit's Sergeant may take Tactical auto-sense..... 15 pts
- The Sergeant may replace his boltgun and/or bolt pistol with a chainsword..... free!
- The Sergeant may take items from the **Melee Weapons**, **Ranged Weapons**, and/or **Special Issue Wargear** lists
- The unit may select an Inductor pattern Rhino, Razorback, or Drop pod as a Dedicated Transport

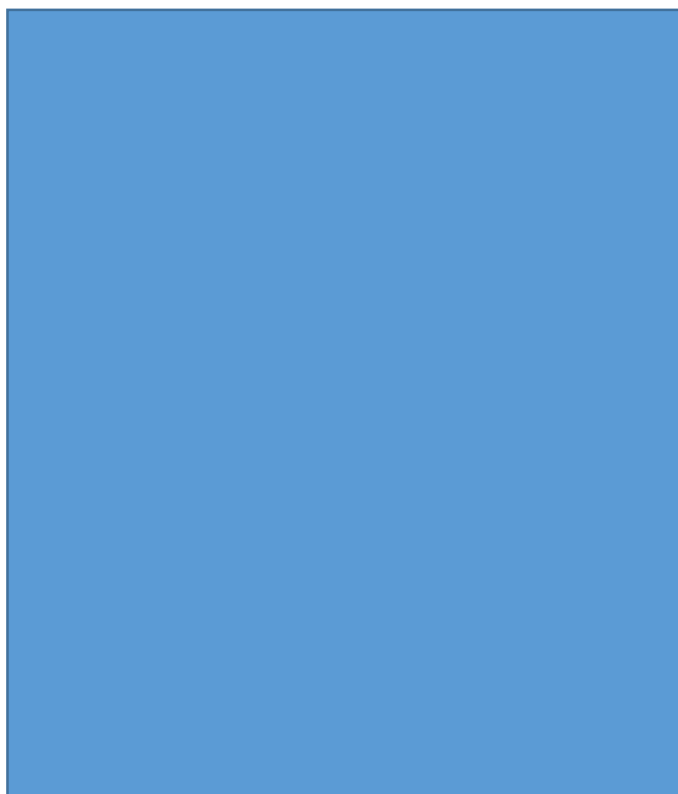


Marauder Team

156
POINTS

Frontline Warriors, Home of the Vanguard

Heavy weapon + specialized bolt ammunition + DCCW's = Rapeinators.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Knight	4	4	4	6	2	4	1	7	3+	Infantry	2 Knights
Sergeant	4	4	4	6	2	4	2	8	3+	Infantry (Character)	1 Sergeant

WARGEAR: Marauder power armor

Storm array: Each Marauder power armor incorporates a twin-linked storm bolter

SPECIAL RULES: Indomitable Spirit, Suppression Tactics, Tactical Fire Teams

OPTIONS:

- May include up to six additional Marauders 52 pts/model
 - If the unit numbers nine models, you may upgrade a Knight to Sergeant..... free!
- May take Specialized bolt ammunition..... 3 pts/model
- All models must take two of the following (second cost listed is for purchasing a second of the same weapon type):
 - Heavy bolter.....5 pts/10 pts
 - Heavy flamer.....5 pts/10 pts
 - Multi-melta.....5 pts/10 pts
 - Missile Launcher.....10 pts/15 pts
 - Mk40 Plasma Cannon.....10 pts/15 pts
 - Lascannon..... 15pts/20 pts
 - Assault Cannon..... 20pts/30 pts
 - Dreadnought Close Combat Weapon..... 15pts/10 pts

- Any model may replace his in-built Storm array with one of the following:
 - Twin-linked Flamer free!
 - Two Hunter-killer Missiles 5 pts
 - Twin-linked Meltagun 5 pts
 - Twin-linked Mk40 Plasma gun 10 pts
- The Sergeant may take the following:
 - Networked targeting array 10 pts
 - Aceso..... 25 pts
 - Tactical auto-sense with Automated uplink 35 pts
- The unit may select a Land raider as a dedicated transport

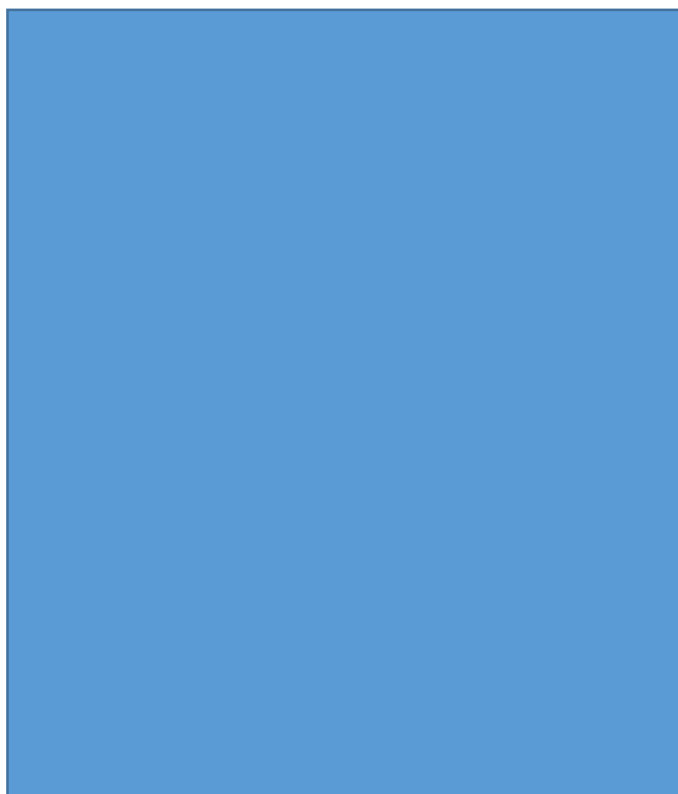


Predator Vaeris



Frontline Warriors, Home of the Vanguard

Take the MLRS, take Empowered Machine Spirit, and laugh manically. Take the Warp Maelstrom Cannon for funsies and the occasional chance to spawn a Vortex on your enemy.



	AV					Unit Type:	Unit Composition:
	BS	F	S	R	HP		
Predator Vaeris	5	13	11	10	4	Vehicle (Tank)	1 Predator Vaeris

WARGEAR: Searchlight, smoke launchers

Internal Structural Shielding: The Workshop Mechanicus take great measures to ensure the durability of their preferred testing platforms. The Predator Vaeris has +1HP (included in profile)

SPECIAL RULES: Omnissiah's Bounty

OPTIONS:

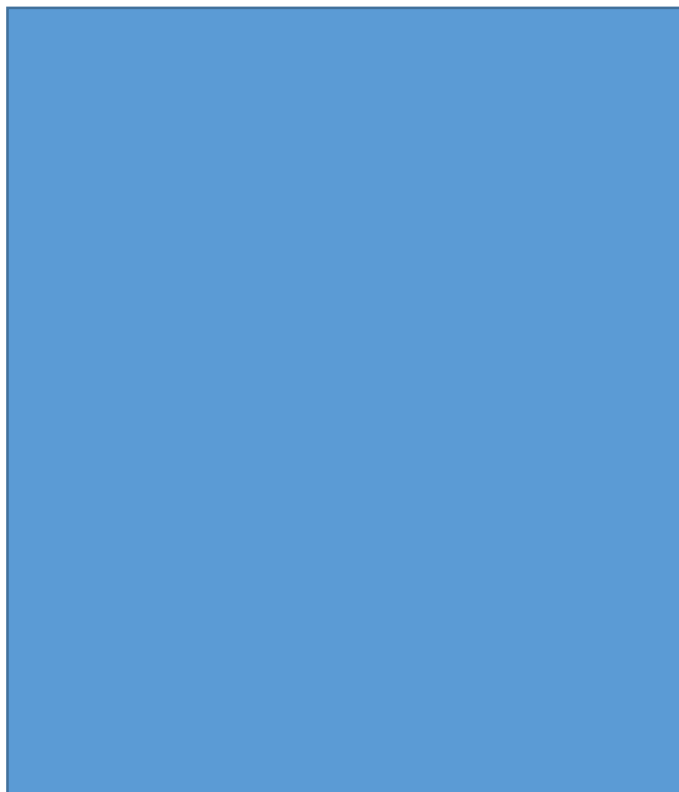
- Must mount one [Primary Weapon] from the **Experimental Vehicle Wargear** list
- May take any number of [Secondary Systems] from the **Experimental Vehicle Wargear** list
- May take any number of items from the **Vehicle Standard Upgrades** and **Vehicle Advanced Upgrades** lists, ignoring the limitations of the latter
- May mount two side sponsons from the following list:
 - Heavy bolters 20 pts
 - Heavy flamers 20 pts
 - Hurricane bolters 20 pts
 - Twin-linked heavy flamers 30 pts
 - Multi-meltas..... 30 pts
 - Mk40 plasma cannons 30 pts
 - Twin-linked multi-meltas 40 pts
 - Lascannons..... 40 pts
 - Twin-linked lascannons..... 50 pts



Predator Squadron

Frontline Warriors, Home of the Vanguard

Cheap and cheerful, destroy everyone in front of you!



	AV							
	BS	F	S	R	HP	Unit Type:	Unit Composition:	
Predator	4	13	11	10	3	Vehicle (Tank)	1 Predator	

WARGEAR: Autocannon, searchlight, smoke launchers

SPECIAL RULES:

Killshot: Whilst this unit includes three Predators, all Predators in the unit have Monster Hunter and Tank Hunters special rules.

OPTIONS:

- May include up to two additional Predators *75 pts/model*
- Any Predator may replace its Autocannon with a Twin-linked lascannon *25 pts/model*
- Any Predator may take two side sponsons which are both armed with one of the following:
 - Heavy bolters *20 pts*
 - Lascannons..... *40 pts*
- Any Predator may take items from the **Vehicle Standard Upgrades** and **Vehicle Advanced Upgrades** lists

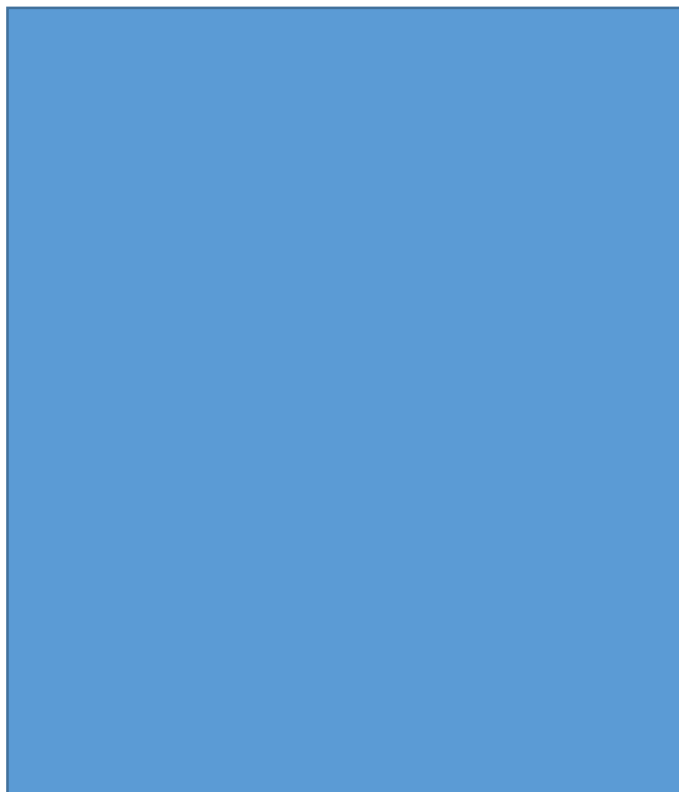


Vindicator Squadron



Frontline Warriors, Home of the Vanguard

The redeptor kind of sucks to be honest, but it's a nice trick to pull with 36". Plating Overhaul makes it a good scary DISTRACTION CARNIFEX!!



	AV					
	BS	F	S	R	HP	
Vindicator	4	13	11	10	3	

Unit Type:
Vehicle (Tank)

Unit Composition:
1 Vindicator

WARGEAR: Demolisher cannon, searchlight, smoke launchers

SPECIAL RULES:

Linebreaker Bombardment: If this unit contains three Vindicators that can all fire their demolisher cannons, the squadron can fire a single Linebreaker bombardment instead of firing normally. To do so, nominate one model in the squadron as the firer; the firer's demolisher cannon changes its type from Large Blast to Apocalyptic Blast and gains the Ignore Cover special rule.

OPTIONS:

- May include up to two additional Vindicators.....120 pts/model
- Any Vindicator may take a Siege shield10 pts/model
- One Vindicator may mount a Redeptor pattern demolisher cannon, taking up an Experimental Wargear [EW] slot. The Vindicator gains the **Omnissiah's Bounty** special rule and may select [Secondary Systems] from the **Experimental Wargear** list 20pts
- Any Vindicator may take items from the **Vehicle Standard Upgrades** and **Vehicle Advanced Upgrades** lists

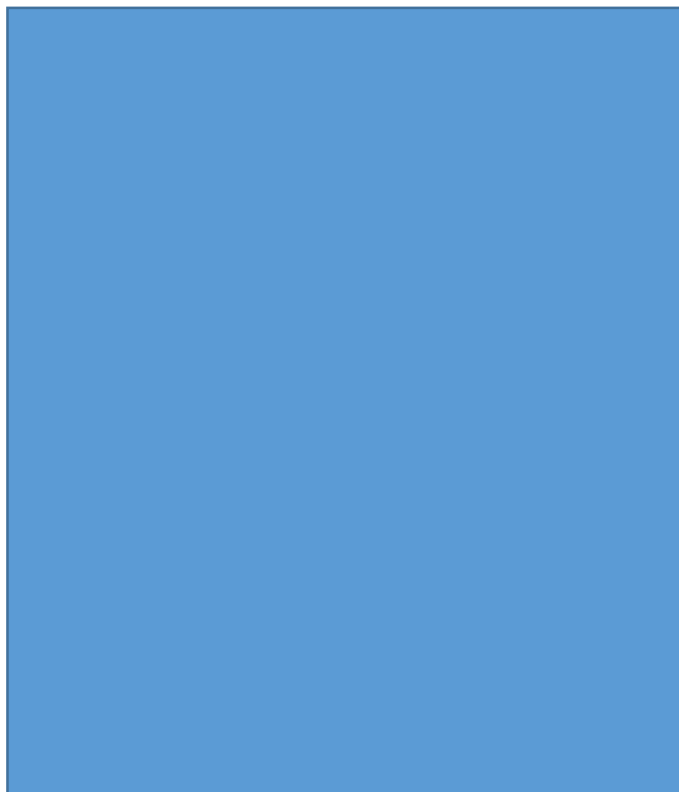


Land Raiders



Frontline Warriors, Home of the Vanguard

You got some unique metal bawkses and some expensive but powerful vehicle upgrades with which to make them awesome with. Either Refractive Shield plating or Vehicular Nanomites will make them durable but paints a bigger target on them for bigger points.



	AV					
	BS	F	S	R	HP	Points
Land Raider	4	14	14	14	4	250
Land Raider Justicar	4	14	14	14	4	245
Land Raider Suppressor	4	14	14	14	4	240
Land Raider Athena	4	14	14	14	4	295

Unit Type:

Vehicle (Tank, Transport)
Vehicle (Tank, Transport)
Vehicle (Tank, Transport)
Vehicle (Tank)

Unit Composition:

1 Land Raider Variant

WARGEAR:

Land Raider: Twin-linked lascannon sponsons, twin-linked heavy bolters, searchlight, smoke launchers

Land Raider Justicar: Quad-linked autocannon sponsons, twin-linked multi-melta, searchlight, smoke launchers

Land Raider Suppressor: Suppressor gas sponsons, twin-linked assault cannon, searchlight, smoke launchers

Land Raider Athena: Twin-linked lascannon sponsons, heavy gravitic accelerator, searchlight, smoke launchers

SPECIAL RULES: Assault Vehicle, Power of the Machine Spirit, Omnisiah's Bounty (Land Raider Athena only)

TRANSPORT:

Transport Capacity:

Land Raider: Ten models
Land Raider Justicar: Fourteen models
Land Raider Suppressor: Twelve models

Fire Points: None for all variants

Access Points: All Land Raider variants (excluding the Athena) have one Access Point on each side of the hull and one on the front

OPTIONS:

- Any Land Raider variant may take a pintle-mounted multi-melta 10 pts
- The Land Raider Athena may replace its Heavy gravitic accelerator cannon for a Redeptor pattern demolisher cannon free!
- Any Land Raider variant may take items from the **Vehicle Standard Upgrades** and **Vehicle Advanced Upgrades** lists
- Land Raider Athenas may take [Secondary Systems] from the **Experimental Vehicle Wargear** list

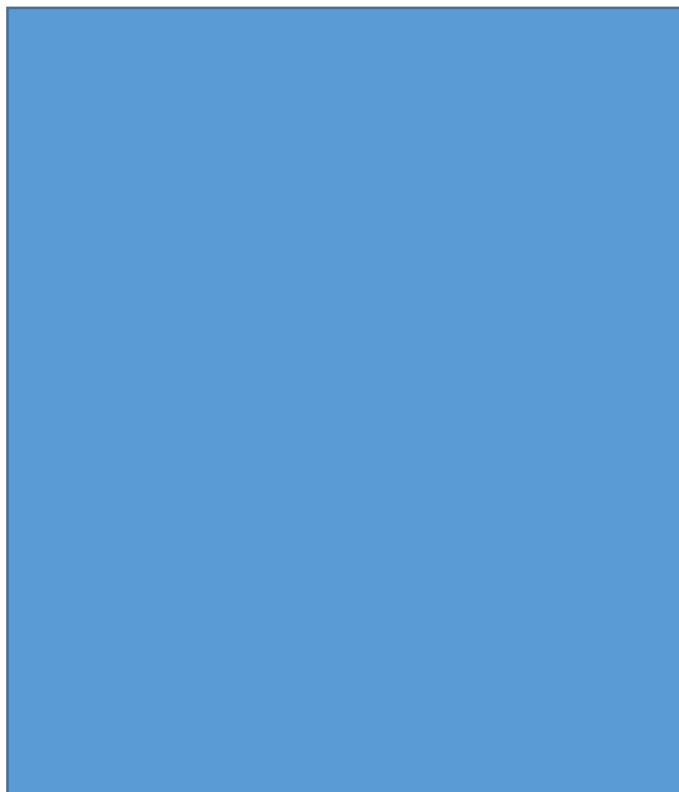


Whirlwind Squadron



Frontline Warriors, Home of the Vanguard

A solid alternative to the mobilius artillery crew when you need your fast attack slots opened up say for that anti-air. It never hurts to take three. Camo netting could be nice with an ADL plopped down in front of them.



	AV						
	BS	F	S	R	HP		
Whirlwind	4	11	11	10	3	Unit Type: Vehicle (Tank)	Unit Composition: 1 Whirlwind

WARGEAR: Whirlwind multiple missile launcher, searchlight, smoke launchers

SPECIAL RULES:

Suppressive Bombardment: Whilst this unit includes three Whirlwinds, each model's Whirlwind multiple missile launcher has the Pinning and Shred special rules (regardless of which missile type it fires)

OPTIONS:

- May include up to two additional Whirlwinds.....65 pts/model
- One Whirlwind may mount a Hurricane multiple launcher reaper systema, taking up an Experimental Wargear [EW] slot. The Whirlwind gains the **Omnissiah's Bounty** special rule and may select [Secondary Systems] from the **Experimental Wargear** list 45pts
- Any Whirlwind may take items from the **Vehicle Standard Upgrades** and **Vehicle Advanced Upgrades** lists

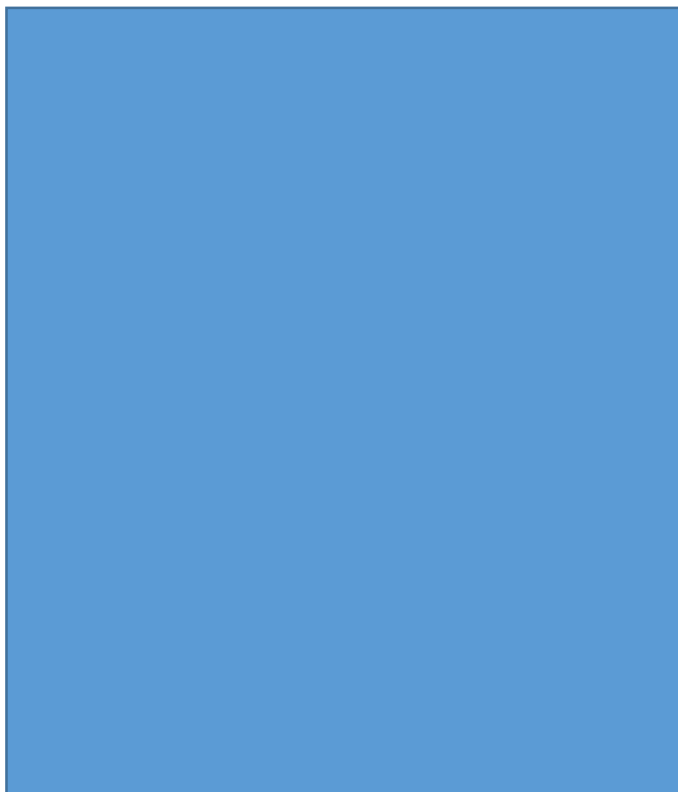


Tempest Squadron

Frontline Warriors, Home of the Vanguard



Expensive as hell but decent anti-air support. With Adaptive Targeting Systems they become a little less useless when firing at non Flyer targets that aren't skimmers. Take these only if you really can't afford to take Flyers of your own.



	AV					
	BS	F	S	R	HP	
Tempest	4	12	11	10	3	

Unit Type:
Vehicle (Tank)

Unit Composition:
1 Tempest

WARGEAR: Tempest multiple missile launcher, searchlight, smoke launchers

SPECIAL RULES:

Adaptive Targeting Systems: A Tempest fires Snap Shots at Ballistic Skill 2

Tempest Data-Net: Whilst this unit includes three Tempests, the entire squadron gains the Interceptor special rule and it fires Snap Shots at Ballistic Skill 3

OPTIONS:

- May include up to two additional Tempests.....115 pts/model
- One Tempest may mount an Anti-air marker, taking up an Experimental Wargear [EW] slot. The Tempest gains the **Omnissiah's Bounty** special rule and may select [Secondary Systems] from the **Experimental Wargear** list 15pts
- Any Tempest may take items from the **Vehicle Standard Upgrades** and **Vehicle Advanced Upgrades** lists



Silencer Alpha Rachnus Pacifus

325
POINTS

Lord of the Nullarium, The Blackest Void

As the Librarians of the Knights Inductor chapter are of ordinary human stature, they are commonly relegated to support roles in the battlefield, if they are even called for in the first place. However in this way the Chief Librarian is quite an oddity, for by far out of all of the members of the Librarius he is one of the most battle-tested of them all, his skills a match for any Astartes. His unique powers take hold of the power of light itself, grasping upon the physical photons and bending and shaping it to both cut down and grasp at his enemies. Older members of the Knights Inductor always find it a remarkable sight to see the wizened Librarian tackling threats that stand several heads above him and win.

Being the head of the Librarius, he is the most knowledgeable about the history of his chapter, and has had a significant hand himself in shaping those events. It can be said that it was through his advice to his superhuman compatriots and persuasive words that the wrathful hand of the Inquisition against the chapter was fatefully stayed when they sought heresy within it.

All Librarians within the Knights Inductor are taught to cope and compensate with the deadened Warp flow when around their fellow members of the Chapter, as their very presence dulls it. It is only logical that the Chief Librarian has taken this practice to its extremes; drawing upon the skeins of the Warp within controlled abandon, and unleashing the force of several lesser psykers combined.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Rachnus Pacifus	6	5	4	4	4	5	3	10	2+	Infantry (Character)	1 (Unique)

WARGEAR: Terminator armor, mk40 plasma pistol, iron halo, blind grenades, krak grenades, stun grenades

The Voidstaff: This a Null Stave with the Master-crafted special rule. It takes two Null Charges instead of one to activate, but when activated every wound it deals is multiplied by 3

Quicksilver Circlet: An artefact that predates the founding of the chapter, it is bane to all things of the Warp. It is a Null aura amplifier and Animus diadem combined

WARLORD TRAIT:

Rachnus has the **Watchful Defender** Warlord Trait by default

SPECIAL RULES: Eternal Warrior, Independent Character, Suppression Tactics, Pariah, Silencer (Mastery Level 4), Smash

Lord of the Nullarium: Rachnus may re-roll any of the dice to choose his powers during Deployment, and harnesses Null Charges on a 3+

Shadow of the Primarch: Rachnus is a Silencer as described by the Silencer special rule with the following exceptions: Rachnus, and any unit within 12", can't be affected by any psychic powers in any way. Psykers and Daemons within 12" of Rachnus has their

Leadership reduced by 3, cannot produce Warp Charges, and only harness Warp Charges on a 6. When Rachnus burns a charge for Unleashed Null Aura all enemy units within 12" lose -2Ld. When Rachnus Perils, he is immune to the Leadership test Silencers take, though his unit must also take a Fear test if they passed the Morale check.

The Ultimate Void: In addition to any powers selected, Rachnus knows the power The Ultimate Void

The Ultimate Void

Null Charge 3

An unnatural darkness so vast, it feels like it could swallow up even the Eye of Terror itself, and it darkens your every sense

The Ultimate Void is a **bleeding** that targets Rachnus. When activated all enemies within 12" do not benefit from the And They Shall Know No Fear and Fearless special rules if they have it. Friendly units within the radius lose 1 leadership as well. Daemons within range lose -2 to their Invulnerable save and must take Daemonic instability against all Morale and Pinning checks inflicted by Shooting.

SILENCER: Silencers can only generate powers from the Silencer Null Powers chart.



Maxima Marauder Warsuit

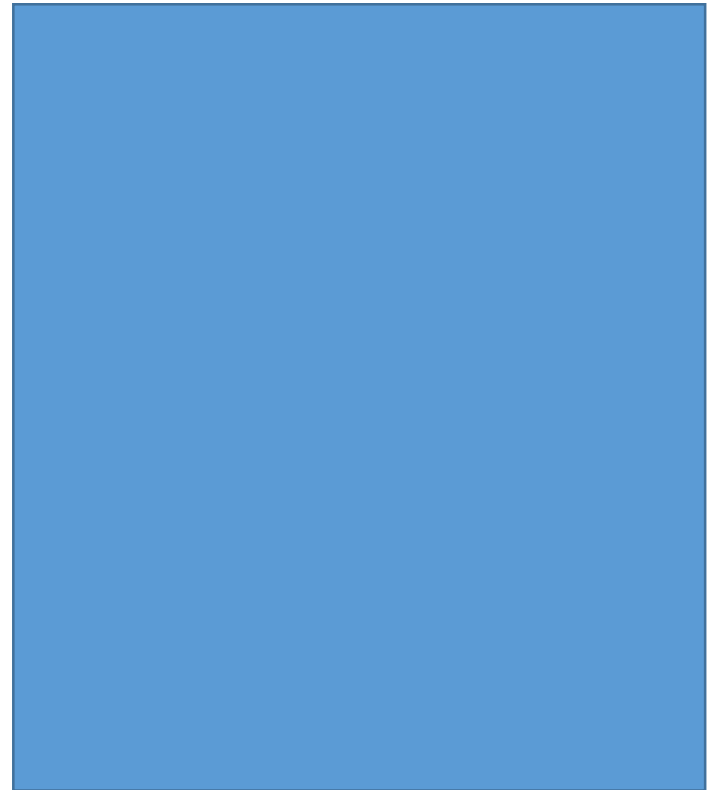


The Hammer of the Workshop Mechanicus

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	AV											
	WS	BS	S	F	S	R	I	A	HP			
Maxima Marauder	4	4	10	13	13	12	4	3	6	Unit Type:	Vehicle (Super-Heavy Walker)	Unit Composition: 1 Maxima Marauder Warsuit

WARGEAR: Astartes anti-materiel array, empowered machine spirit, lockdown self-repair protocols

Refractive Defender Shield: Maxima Pattern Marauder Warsuits are perpetually fitted with an enormous frame that, when triggered, projects a screen of energy based off of the energy deflecting principles of Refractive Shield Plating and assists nearby troops in a similar way to the Guardian Shields fitted to Bulwark Dreadnoughts.

This counts as Refractive Shield Plating. In addition, it provides a 5+ Invulnerable save to all friendly units within 12", counting as cover for the purposes of "Suppression Tactics". If the Maxima is destroyed, add +1 to the Explosion Result.

SPECIAL RULES: Omnissiah's Bounty

When Needed Only: The Maxima Marauder is a weapon of incredible destructive potential that cannot restrain itself in battle, for fear of its own destruction and the loss of an incredibly valuable piece of technology. As such, the Knights only field the Maxima Marauder in times of desperate need or in extremely large battles. The Maxima Pattern Marauder Warsuit cannot be taken in games smaller than 1500 points.

OPTIONS:

- May mount up to two super-heavy weapon systems:
 - Tri-Barrelled grav bombardier 200 pts
 - Macro gravitic accelerator cannon 125 pts
 - Unity-pattern gravitic mass driver 155 pts
 - Lux prismatic lance..... 50 pts
- May replace the chest mounted Astartes anti-materiel array with a Battle cannon 20 pts
- May take up two layers of Void Shielding (note that these do not benefit from the refractive defender shield) 50 pts/each
- May mount one of the following on the back hard-point:
 - Anti-air marker..... 25 pts
 - Hurricane multiple launcher reaper systema 50 pts
 - Quad gun..... 50 pts

Designer's Note on the Maxima Marauder Warsuit: The model has much the same dimensions of a regular Imperial Knight, only more bulky in the limbs and less rounded in the body and shoulders. The model is literally a supersized regular Marauder



Predator Avalon

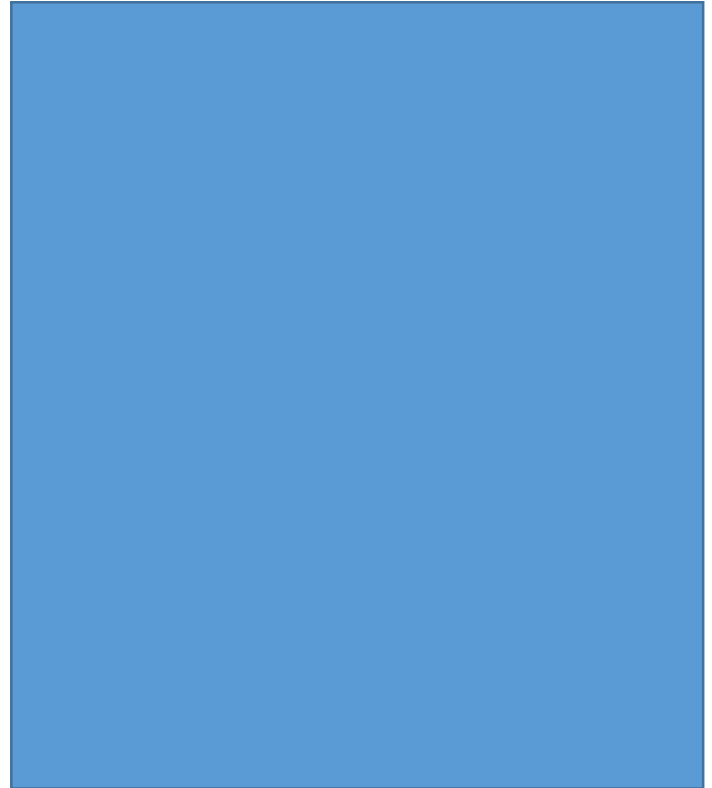


The Sword of Light, The Monstrous Machine Spirit

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	AV						
	BS	F	S	R	HP	Unit Type:	Unit Composition:
Predator Avalon	5	14	13	11	4	Vehicle (Fast, Tank)	1 (Unique)

WARGEAR: Refractive shield plating, vehicular nanomites, empowered machine spirit, internal structural shielding, lockdown self-repair protocols, Excalibur-class prismatic lancing cannon

Avalon shield: The Predator Avalon carries with it two Cold Fusion-powered Void Shield generators. This grants the Avalon two Void Shields, which must be destroyed before it can begin taking damage from other weapons. One layer of shielding can be recovered on a 5+ at the start of your turn, two rolls may be made if the tank doesn't move. Note that Refractive Shield Plating does not grant saves for hits on the Void Shield.

SPECIAL RULES: Omnissiah's Bounty

Engine Overcharge: The Avalon's enhanced Cold Fusion reactor can provide the tank an amount of power far greater than its requirements, allowing the Avalon to move at greater speeds. When determining the amount of distance that Combat and Cruising Speed provide, add 12"

Power System Overload: At the end of your turn; if the Avalon has moved at least 24", roll a d6. On a 1 the Avalon immediately loses a hull point with no saves of any kind allowed. This loss of a hull point bypasses the Avalon's Void Shields, if those are currently active.

Supernova: The Avalon's dual-Fusion generators are quite fragile and are prone to exploding violently. Should the Avalon be destroyed or wrecked by any means, immediately roll on the Catastrophic Damage table with a +2 modifier, and resolve for the result. Afterwards remove the model from play.

Armory of the Knights Inductor

This section of Codex: Knights Inductor lists the weapons and equipment used by the Knights Inductor chapter, along with the rules for using them in your games of Warhammer 40,000. Equipment that is carried by named characters is detailed in the appropriate entry in the datasheets, while equipment used by all other types of units are detailed here

Ranged Weapons

Profiles for the following ranged weapons are listed on summary page (pg XX). Their full rules can be found in the Warhammer 40,000 rulebook.

Autocannon	Assault cannon
Lascannon	Boltgun
Meltagun	Bolt pistol
Missile launcher	Combi-weapons
Multi-melta	Heavy bolter
Sniper rifle	Space marine shotgun
Quad gun	Storm bolter

Animus Diadem

Numerous conflicts with Culexus agents have driven the development of this bastardized version of the infamous Animus Speculum.

A Silencer equipped with this may fire it in the Psychic Phase like an activated Witchfire power, and he may use up to three Null Charges to increase the number of shots fired.

Range	S	AP	Type
18"	5	1	Assault 3+X

Astartes Anti-Materiel Rifle

The AAMR is a massively overbuilt version of the typical sniper rifle, firing a sizable armor-penetrating solid round that is meant to put down the target with no questions asked. It was designed with Traitor Marines and Null Knights in mind.

Range	S	AP	Type
36"	6	3	Heavy 1, Rending, Precision Shots

Blind Grenades

These specialized grenades emit a series of stun and infrared disruption packets to disorient the enemy

These count as defensive grenades, using the rules and weapon profile(s) as described in the Warhammer 40k rulebook

Cerberus Launcher

The cerberus launcher unleashes a barrage of anti-personnel warheads interspersed with anti-sensory munitions that blind and disorient the foe

Range	S	AP	Type
18"	4	6	Heavy 1, Large Blast, Blind

Charybdis Pack Howitzer

Resembling a scaled-down earthshaker cannon, the pack howitzer fires an equally potent high explosive round that tears through heavy armor with relative ease

Range	S	AP	Type
24-90"	9	3	Ordnance 1, Barrage, Large Blast

Cyclone Missile Launcher

Mounted on the back of Tactical Dreadnought armor, cyclone missile launchers provide double the firing rate of normal launchers, providing a versatile hail of support fire from afar

	Range	S	AP	Type
Frag Missile	48"	4	6	Heavy 2, Blast
Krak Missile	48"	8	3	Heavy 2

Demolisher Cannon

A powerful siege weapon commonly mounted on the Vindicator platform. The terrific blast unleashed by the detonation of the huge demolisher shells is often sufficient to bring down buildings in which enemies cower, crushing them beneath tons of falling masonry.

Range	S	AP	Type
24"	10	2	Ordnance 1, Large Blast

Heavy Mortar

Featuring an easy to break down and portable firing tube setup, the heavy mortar fires a heavy-duty fragmentation round that puts missile launcher frag missiles to shame

Range	S	AP	Type
12-48"	6	5	Ordnance 1, Barrage, Large Blast

Hurricane Bolter

Hurricane bolters combine the punishing firepower of multiple twin-linked boltguns to produce a truly withering storm of shells

A hurricane bolter consists of three twin-linked boltguns fired as a single weapon

Mark 40 Apriori Plasma Weapons

Discreetly incorporating Tau plasma technology, the Apriori Plasma weapons sacrifice a modicum of their power to incorporate advanced cooling and containment systems, bringing down the rate of plasma-weapon fatal overheating to zero, though this does limit the power output somewhat.

	Range	S	AP	Type
Mk40 Plasma Pistol	12"	6	2	Pistol
Mk40 Plasma Gun	24"	6	2	Rapid Fire
Mk40 Plasma Cannon	36"	6	2	Heavy 1, Blast

Quad-linked Autocannons

Features four autocannon barrels arranged in a quad-linked format, allowing for a blistering hail of high velocity solid rounds

Range	S	AP	Type
48"	7	4	Heavy 4, Twin-linked

Skybolt Missile Launcher

The Knights recognize the need for heavier vehicle firepower comparative to the Traitor Legions and so make use of a portable missile system with integrated auto-loader. The missile shoots up and then plummets down directly on its target

Range	S	AP	Type
36"	8	3	Heavy 1, Barrage*

*The Skybolt always hits side armor and ignores intervening terrain for Line of Sight.

Scylla Pack Bombard

Resembling an enormous primitive cannon carriage, the pack bombard fires a massive explosive shell that devastates in a relative short distance

Range	S	AP	Type
12-36"	10	3	Heavy 1, Barrage, Large Blast, Ignores Cover

Seismic Charge

The cheaper, more stable precursor to the Graviton grenade. This is a modified portable version of the Demolition Charge based off of the designs of the Thunderfire Cannon Subterranean rounds. It creates powerful shock waves to pummel the enemy down and knock them out.

Range	S	AP	Type
8"	6	4	Assault 1, Large Blast, One Use Only, Stunning*

*A unit hit by a weapon with this rule must take a Toughness test. If failed, the unit is reduced to Initiative 1 until the end of their next turn.

Stalker Pattern Boltgun

The primary weapon of the Sternguard Veteran Squads, these are bolters with powerful scopes and extended barrels that fires rounds with low sound signatures, meant for covert fighting. A solidified mercury slug replaces the mass-reactive warhead for lethality at sub-sonic projectile speed. A gas cartridge also replaces both the propellant base and main charge for silent firing.

These may also fire any alternative bolt ammo purchased by the model/unit. If they do so, they must use the firing alternative ammo profile shown below before applying bonuses

	Range	S	AP	Type
Stalker Pattern Boltgun	30"	X	5	Rapid Fire, Sniper
Firing Specialized Ammo	30"	4	5	Rapid Fire, Rending, Pinning

Stun Gas Flamers

Flamers have long been considered an efficient tool for dealing with swathes of enemies, but too lethal for use in less dangerous engagements. Many have thus been modified to fire a special gas that knocks the enemy out with equal efficiency.

	Range	S	AP	Type
Flamer	Template	4	5	Assault 1, Poisoned (4+)
Heavy Flamer	Template	5	4	Assault 1, Poisoned (4+)

Stun Grenades

These grenades explode in a powerful shock wave that staggers all but the most hardy of foes, utilizing a special sonic charge that explodes the air itself

These are assault grenades that may be thrown in the Shooting Phase using the following profile:

Range	S	AP	Type
8"	4	6	Assault 1, Blast, Stunning*

*A unit hit by a weapon with this rule must take a Toughness test. If failed, the unit is reduced to Initiative 1 until the end of their next turn.

Suppressor Gas Cannon

Found solely on the Land Raider Suppressor, these gas cannons feature an enhanced pump rig and extremely more potent payload to knock-out entire swathes of enemies

Range	S	AP	Type
Template	1	6	Heavy 1, Blind, Torrent, Poisoned (2+)

Tempest Multiple Missile Launcher

Firing laser-targeted armor piercing ammo, tempest missiles are known for having outrageous fuel capacities to hunt down targets

Range	S	AP	Type
60"	7	2	Ordnance 2, Skyfire, Twin-linked

Typhoon Missile Launcher

Mounted to the sides of Land Speeders, typhoon missile launchers provide double the firing rate of normal launchers, providing a versatile hail of support fire from afar

	Range	S	AP	Type
Frag Missile	48"	4	6	Heavy 2, Blast
Krak Missile	48"	8	3	Heavy 2

Whirlwind Multiple Missile Launcher

Housing cadaverous telemetric-servitors, the whirlwind multiple missile launcher is a superlative mobile artillery support weapon. Variable payloads allows it to bring justice to a variety of enemies.

Whirlwind multiple missile launchers have two different profiles. All Whirlwind multiple missile launchers in the same squadron must use the same profile each time the squad fires

	Range	S	AP	Type
Frag Missile	48"	4	6	Heavy 2, Blast
Krak Missile	48"	8	3	Heavy 2

Melee Weapons

Profiles for the following melee weapons are listed on summary page (pg XX). Their full rules can be found in the Warhammer 40,000 rulebook.

Chainfist

Close combat weapon

Lightning claw

Thunder hammer

Chainsword

Force weapon

Power weapon

Astartes Riot Shield

Similar to the Storm Shield in size, these provide a form of mobile cover and are easier to handle in close combat, containing a powerful shock-field generator that debilitates attackers.

A model equipped with this is Bulky, and cannot Run or make Sweeping Advances. The model gains a 3+ cover save and enemy models re-rolls successful hits in the first round of combat against units entirely equipped with these.

Electro-Shackles

These incredibly strong bindings are linked together through a powerful expanding electrical field that activates upon contact with an enemy.

Models equipped with these may forgo their normal attacks to instead attack once with the following effect: A model hit by this can only hit on 6's. In subsequent Assault phases the model must attempt to destroy the shackles by passing a Strength test on a 2D6 (only double 1 is an instant-pass). They are automatically removed once out of combat. Once the Electro-Shackles hit, they cannot be used again.

Pulse Clamp

These clunky devices clamp onto vehicles magnetically or physically onto flesh, and pulse high-powered waves of disruptive energy.

Unless used in assaults against vehicles, Monstrous Creatures or Gargantuan Creatures, pulse clamps have no effect. In melee against said targets, they have the following profile:

Range	S	AP	Type
Melee	1	-	Unwieldy, Destruction*

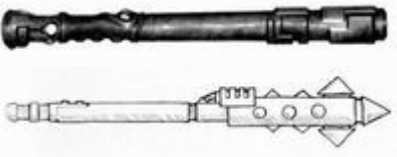
*If this hits a vehicle, it clamps on, dealing D3 rolls on the Haywire table every Assault Phase. Against Monstrous or Gargantuan Creatures, it deals D3 AP - wounds every Assault Phase. At the beginning of the target's turn, it may choose to not move and shoot in order to remove the clamp. Once the Pulse Clamp hits, it cannot be used again.

Servo-Arm


These immensely durable and strong mechanical appendages favored by the adepts of the Omnissiah can be used to make stunningly accurate and delicate repairs, or put to use as deadly weapons of war in equal order.

Range	S	AP	Type
Melee	8	1	Unwieldy, Specialist Weapon

Shock Baton and Unextended Shock Maul



Modified Hydraphur Pattern Riot Shield



Shock Weapons

These electrically charged weapons are normally harmless and used extensively in dealing with foes who refuse to lay down their arms in surrender. When facing deadlier foes, the charge of these peacetime weapons can be ramped up considerably

	Range	S	AP	Type
Shock Baton	Melee	User+1	-	Shock*
Shock Maul	Melee	User+2	-	Shock*

*If a weapon with this rule rolls a 6 on its to-hit roll, it immediately inflicts two additional hits at the same initiative level

Null Weapons

These weapons are casted in forges by melting down the armor of fallen Null Knights and other psycho-inert materials. When held in the hands of Inductor Silencers, they are a potent device which can channel the power of their native aura, and concentrate it into a single point that sucks away all light. At even the slightest draw of blood from a foe, the very soul of the weapon's victim is consumed in the silencer's aura, leaving a still-breathing, but permanently comatose body.

A Null weapon is a Force weapon when used by models with the Silencer special rule, using Null Charges for activation. When used against a model with the Psyker or Daemon special rule(s), this weapon has the Instant Death special rule

	Range	S	AP	Type
Null Sword	Melee	User	3	Force
Null Axe	Melee	User+1	2	Unwieldy, Force
Null Stave	Melee	User+2	4	Concussive, Force
Null Halberd	Melee	User+1	3	Two-Handed, Force, Mastercrafted

Squad Issued and Special Issue Wargear

Rules for the following items can be found in the **Warhammer 40,000** rulebook.

Krak grenades Melta bombs

Aceso

Grueling engagements and high casualties during the pacification of the Aprior sector demanded that the Knights find ways to increase their recruitment rate, or barring that, prevent the extraneous loss of life. Developed in tandem between the Apothecary and Mechanicus to act as a stabilizer without requiring the technical knowledge of a full Apothecary to use a Narthecium, the Aceso is meant to keep a Knight going long enough until he can get proper medicae attention.

This grants a 5+ Feel No Pain to the unit and adjoined Independent Characters as long as the model is alive.

Blind Grenades

These specialized grenades emit a series of stun and infrared disruption packets to disorient the enemy. These are the staple of any Knight Inductor force

These count for all intents and purposes as defensive grenades as described in the Warhammer 40k rulebook.

Camo Cloak

Utilizing light-bending webbing called cameleoline, it imitates surrounding scenery making it difficult to distinguish the wearer

A model wearing a camo cloak has a +1 to cover saves. If it does not already have a cover save, it gains a 6+ cover save

Iron Halo

The symbol of office for the position of Captain within a Space Marine chapter. Though in the Knights it doesn't hold as much ceremony, it is still considered a badge of honor hard-earned.

An iron halo confers a 4+ Invulnerable save

LAM Unit

Or Las Aiming Module Unit, this weapon attachment utilizes a weak las beam to provide range-gauging information directly to a Knight's sensor feeds as well as to allow greater un-aimed accuracy.

When firing at a target at within 18", the model equipped with this may re-roll 1's to hit. These are mutually exclusive from camo cloaks.

Locator Beacon

Connected to the teleport and orbital tactical grid, this allows units coming in by deepstrike to lock on more accurately and make a safer entrance onto the battlefield.

A locator beacon allows all friendly units deepstriking within 6" to arrive without scatter.

Mark-sense

Or Marksman Autosense, this is a comprehensive hardware overhaul to an Astartes' helmet that allows him to focus on targets in the distance with much greater precision as well as limited night capabilities.

This grants the Precision Shot and Night Vision special rules to the equipped model.

Networked Targeting Array

The greater space in a Marauder Suit allows for an advanced target acquisition and communication suite to allow for greater accuracy.

Grants the Split Fire special rule to the squad the model is attached to as long as the model is alive. In addition it also allows Overwatch to units with the Slow & Purposeful special rule.

Null Aura Amplifier

This is a small device analogous to a Psychic Hood that allows a Silencer to project his aura around him with greater strength, the exact opposite of the more commonplace dampeners blanks use to hide their aura.

This produces an additional Null Charge in the Psychic Phase and the Silencer no longer has to burn a Null Charge in order to inflict the universal -2Ld penalty from Unleashed Null Aura

Rosarius

The symbol of office for the position of Chaplain within the Knights Inductor. Today these are earned by completing the 3-month oration period test administered by Roland Darren himself.

An rosarius confers a 4+ Invulnerable save

Servo-Harness

This backpack-mounted contraption is a mobile shrine to the Omnissiah. It incorporates a number of tools, mechanical limbs and weapons, that only a Techmarine can draw the full use of.

A servo-harness gives the bearer two servo-arms, a flamer and a twin-linked mk40 plasma pistol. In the Shooting phase, the bearer can fire both harness-mounted weapons, or one harness-mounted weapon and another weapon.

Scrambler Beacon

The defensive counterpart to the Teleport Homer. Utilizing a wide-range band of Gajet's disabling frequencies, these can baffle all but the most accurate of equipment.

Enemy scatter for blast weapons and deep strikers within 6" of a unit equipped with this always scatter even on "Hit" rolls (use the small arrow for scatter). If two or more units with this are within 6" of each other, the scatter distance rolled is doubled.

Space Marine Bike

Fitted with powerful engines, armour plating and bulletproof tires, a Space Marine bike and its rider are a fast-moving, hard-hitting force to be reckoned with.

Models equipped with Space Marine bikes change their unit type to Bike, as described in *Warhammer 40,000: The Rules*. Space Marine bikes are fitted with a twin-linked boltgun.

Specialized Bolt Ammunition

*Thanks to a robust industry, squads armed with bolt weaponry have access to specialized ammo for various mission needs. Along with a stronger propellant, **Stun bolts** pack a strong explosive package of sonic burst units and mini flash packets, disorienting enemy units from longer range for a close combat unit to mop up easily. **Lumen bolts** pack a chemically charged warhead tip that covers the enemy in radioactive dyes allowing allies to target them easily even in cover. **Tranq bolts** have the bulk of their mass replaced by a Solid-tungsten Dart, which is propelled by a weaker gas charge. These darts are coated with neurotoxins based off of Tyranid and Dark Eldar strains and are fast becoming the favored ammunition for both lethal and sub-lethal engagements.*

A unit equipped with specialized bolt ammunition may choose to fire with any of the ammo profile modifiers to their boltguns, bolt pistols, storm bolters, and hurricane bolters. All models must choose and fire the same ammo type when they do so, adding the range modifiers and Type, and replacing the Strength and AP values.

	Range	S	AP Type
Stun Bolt Ammo	+ 6"	4	- Flash*
Lumen Bolt Ammo	-	4	5 Aluminate**
Tranq Bolt Ammo	- 6"	4	6 Poisoned (4+)

**If a 6 is rolled to hit against a unit with an Initiative value, the target unit must pass an Initiative check or lose -1 WS and BS until the end of their next turn. If four or more 6's are rolled, this also inflicts a Blind test. This is not cumulative.*

***If this wounds, glances, or penetrates an enemy unit, all other units may re-roll failed charge distances against that unit and count their cover save as -1 until the end of the turn. This is not cumulative.*

Storm Shield

Unlike the Astartes riot shield, a Storm Shield is more solid and instead of a shock generator, it possesses an immensely powerful energy field generator that can turn aside attacks that would tear through Terminator armor.

A storm shield confers a 3+ invulnerable save. In addition, a model equipped with a storm shield can never claim the +1 Attack for being armed with two Melee weapons in an assault.

Tac-sense

Or Tactical Autosense, this is a complete sensorium overhaul to a marine's helmet system. With the helmet fully closed off using a camera/rangefinder system, and a series of high-fidelity feedback displays, a sergeant may use this to strategically guide his squad's fire even under the direst of conditions.

In Lieu of shooting, a model with the Tac-Sense upgrade may grant his squad the ability to re-roll 1's to hit.

Teleport Homer

Teleport homers emit a powerful signal enabling orbiting Strike Cruisers to lock onto them with their teleportation equipment. By matching the exact coordinates of this signal, the risk of missing the intended mark is greatly reduced.

Friendly units composed entirely of models in Terminator armour do not scatter when they Deep Strike, so long as the first model is placed within 6" of the teleport homer's bearer. For this to work, the bearer of the teleport homer must have been on the battlefield at the start of the turn.

Armour

Artificer Armor

Artificer armor are master-craft pieces of art as much as they are protection for its honored bearer. Many have been modified over time by other artificers as the armor has been repaired, but all show the consistent quality of impeccable protection rivaling that of Tactical Dreadnought armor.

Artificer armor confers a 2+ armor save.

Marauder Armour

This is the long-term replacement for the chapter's dwindling supply of Terminator armor, produced by the Workshop Mechanicus. Featuring dense and durable secret helical alloys, it provides extreme boosts to durability and includes gyro-stabilizers typically found in Trooper armor to help increase the accuracy of the heavy weapon integrated into its left arm.

Marauder armor confers a 3+ armor save. It also grants a +2 bonus to Toughness (included in the profile) as well as the Slow & Purposeful and Very Bulky special rules.

Wards of Nulling

Being ordinary humans, a psychic hood would be deadly to an Inductor Librarian. These wards were created between the Librarian and Nullarium as a protective device against the perils of the Warp.

A Psyker equipped with this has a +1 to rolls on the Perils of the Warp table, however they must roll a separate D6 when generating charges. On a 5+, they lose a Warp Charge in their Psychic Phase.

Terminator Armour

Otherwise none as Tactical Dreadnought armor, it is said it was originally designed to resist the energies of a plasma generator core. It is essentially impervious to small arms and extremely resistant against anti-armor weaponry, featuring a shield too.

Terminator armor confers a 2+ armor save and a 5+ invulnerable save. Furthermore, models in Terminator armor have the Bulky, Deep Strike, and Relentless special rules, and may not make Sweeping Advances.

Trooper Armour

Trooper armor is not as strong or well-armored as full power armor, but its relative simplicity makes it much easier to maintain and modify; as such, it is used as a testbed for experimental technologies. The present iteration of Trooper armor incorporates rudimentary gyro-stabilizers and auto-servos to keep weapons on-target when the wearer is on the move; due to the complexity of the set-up the pilot of the armor is forced to move at a slower pace.

Trooper armor confers a 4+ armor save. Furthermore, models in Trooper armor have the Slow & Purposeful special rule.

Knight Inductor Vehicle Equipment

Rules for the following vehicle upgrades can be found in the *Warhammer 40,000* rulebook.

Dozer blade	Searchlight
Extra armour	Smoke launchers
Hunter-killer missile	Storm bolter

Armoured Ceramite

Armored ceramite plating is specifically designed to abate the extreme temperatures of atmospheric reentry, though the Knights have taken to applying the thrice-blessed ceramite to ground vehicles vulnerable to melta weapons.

Weapons with the Melta special rule may never roll an additional D6 against a model with Armoured Ceramite

Camo Netting

Sometimes the simplest solution is best. The Knights Inductor favor this light-bending webbing on their vehicles to confound enemy targeting from a distance.

A vehicle with camo netting has a +1 to cover saves. If it does not already have a cover save, it gains a 6+ cover save

Plating Overhaul

Extensive study of Leman Russ chassis have led the Knights to implement heavier reinforced armor on some of their own vehicles. It greatly increases a tank durability, but the weight of the plating tends to slow it down.

A vehicle with plating overhaul Increases its front and side Armor Values by one and adds Heavy to the vehicle's Type.

Refractive Shield Plating

This is a form of shielding that partially deflects or refracts concentrated energy into harmless bursts of light. It has been partially reverse engineered to be able to protect vehicle armor.

This grants the effected vehicle a 4+ Invulnerable save against Glancing hits and a 5+ Invulnerable save against Penetrating hits. Against other attacks that do not rely on Armor Penetration, it grants a 4+ invulnerable save against attacks that would take a Hull Point (with no roll on the damage table) and a 5+ Invulnerable save against attacks that force a damage table roll.

Super Heavy Class Vehicle Equipment

Astartes Anti-Materiel Array

Composed of a bank of modified Astartes anti-materiel rifles, the deadly array of high powered armor penetrating rounds is sufficient to wipe out a small squad of power armored targets. It lacks the precision of the rifle version, but in return has a powerful pinning effect.

Range	S	AP	Type
36"	6	3	Heavy 8, Rending, Pinning

Battle Cannon

While there are no Knight Inductor vehicles really suited for the recoil for the battle cannon, it finds use as a powerful secondary weapon for titan-scale platforms

Range	S	AP	Type
72"	8	3	Ordnance 1, Large Blast

Excalibur-Class Prismatic Lancing Cannon

Essentially a massive lascannon using a specially designed focus prism. If the prism is held in place, it can converge the overall beam into a singular destructive point. If the prism is fired over a target area and the beam strikes it, the beams are split and wreak havoc over a large area, slicing everything in sight.

You must choose one profile to fire each time you shoot. When firing the Diffracted Lance profile: choose any one point within 60" and roll for scatter. All vehicles within 6" of the point and in LoS take D3 hits from the PLC. All other non-vehicle units within 6" and LoS take D6 hits. All hits are treated as coming from the central point for the purposes of determining line of sight and cover saves.

	Range	S	AP	Type
Focused Lance	60"	D	1	Ordnance 1
Diffracted Lance	60"	9	2	Ordnance 1, Lance

Lux Prismatic Halberd

Featuring an extremely short-ranged laser cannon, the halberd strikes with the fury of a sun and is capable of blinding all those unprepared nearby

Range	S	AP	Type
Melee	D	1	Twin-linked, Blind

Vehicular Nanomites

Nanomites are similar to medical nano-machines in form and function, but they are linked to the machine spirit of machines which direct the microscopic repair bots to "injuries" dealt to the vehicle.

A vehicle with vehicular nanomites has the It Will Not Die special rule.

Macro Gravitic Accelerator Cannon

Featuring a massive acceleration chamber, this grade of gravitic accerlator cannons fits a middle ground between the Heavy Gravitic Accelerator Cannon and the Mass Drivers seen on Knights Inductor Strike Cruisers. Though its barrel length comparative to the bore width limits its range, it is all but guaranteed to annihilate its targets.

Range	S	AP	Type
36"	10	1	Primary Weapon 1, Large Blast, Ignores Cover, Point of Oblivion*

**A model directly underneath the center of this template takes a Strength D hit instead*

Tri-Barreled Gravitic Bombardier

Resembling a Vulcan bolter in form, the gravitic bombardier sports a rotating triple barrel array using general gravitic-repulsor plates. Though it does not fire as fast as the Unity-pattern Driver, it presents higher accuracy with either of its ammo types

The Tri-Barreled Gravitic Bombardier has two different profiles. The controlling player must choose which ammo type is used each time it is fired.

	Range	S	AP	Type
Dispersion Rounds	120"	8	4	Primary Weapon 2, Twin-linked, Large Blast
Depleted Rounds	120"	D	1	Primary Weapon 1, Twin-linked

Unity-Pattern Gravitic Mass Driver

Unlike the Gravitic Bombardier, this massive Mass Driver uses a single hyper-cooled barrel that feeds the excess heat into a secondary power generator. While its relatively high rate of fire means that the individual power of each round is weakened, this is a paltry pay-off considering the sheer armor penetrating power.

Range	S	AP	Type
90"	10	1	Primary Weapon 3, Point of Destruction*

**A Penetrating hit or unsaved wound deals D3 Hull points/Wounds of damage.*

Knights of the Chapter

Tactical Squads

To be the backbone of a Chapter like the Knights Inductor means to have mastered the art of covert warfare and the tools needed to wage it. Tactical squads can be seen to be more diverse in their roles compared to those of other Chapters, having access to a combined armory with unique tools to fit the mission needs. Be it sub-lethal situations with shock weapons and riot shields or the thick of battle against the worst of enemies with LAM units and Ripper bolts, Tactical Knights will not be found wanting in all spectrums of war. However such experience does not come easily.

Without the aid of flash-learning, a benefit provided through hypnotherapy indoctrination, Tactical Knights are hard to replace as each tool given to them requires a good deal of time to master. And with the Chapter's under-strength state as it is, the demand for Tactical Knights grows ever more, prompting more specialized training regimens that reduces the individual Knight's overall flexibility. Still, by blade or bolter, a Knight is still a trained Space Marine, ready to fulfill his mission's goals, even if outside of his particular sub-expertise.

Incursion Squads

Unlike most other Chapters, graduates from Scout squads or even Guard Aspirant squads move immediately into Incursion squads for their close combat training regimen. This is made possible by previous experience with powered armor gained by operating Trooper armor which, aside from its relative slowness, operates much in the same way as regular ceramite power armor. The newer members of Incursion squads are placed into more mundane combat situations involving keeping the peace and holding down recently captured territory as they get used to the capabilities of full power armor. The slowest part of the training in Incursions squads by far is that in the use of jump packs.

The steadiness of a Knights Inductor is not the best match for something that requires a hot-blooded eagerness and fast reactions to control. Those few who hail from the Guard Aspirant squads tend to perform the best, having previous experience with grav-pack insertions and sub-orbital strikes. However only a fraction tend to show greater than normal expertise for close quarters combat.

Suppressor Squads

The bulk of a Knight Inductor's training takes place in the Suppressor squads as they learn very thoroughly the Knight Inductor's preferred methodology of fighting from range. Like in normal Chapters, the newer members of a Suppressor team are

outfitted with bolters to help support the more experienced ones who wield heavy weapons. In addition to this, they may also act as spotters and call out targets and other positional information even as they guard against closer threats. Out of all the main forces, the Suppressor teams are the most orthodox in regards to adhering to the original Codex Astartes in form and function.

True to their name, they have the primary task of suppressing enemy movement with long-range firepower, as well as dealing with enemy armor that tries to impede friendly movement. To this end they concentrate their fire with impunity using the benefit of Tactical Autosenses, which have largely replaced the signum as a ballistic corrector conduit. Sergeants that have mastered filtering the deluge of information from the Tac-Sense and disseminating it to his squad can make all the difference in effective fire output.

Along with Tactical squads and Incursion squads, Suppressors make up a large body of the Chapter, working in concert to fulfill the given battle plan.

	WS	BS	S	T	W	I	A	Ld	Sv
Knight	4	4	4	4	1	4	1	7	3+
Sergeant	4	4	4	4	1	4	2	8	3+

UNIT TYPE:

Tactical Squads and Suppressor Squads: Infantry. Sergeant is Infantry (Character).

Incursion Squads: Jump Infantry. Sergeant is Jump Infantry (Character).

WARGEAR:

Tactical Squads and Suppressor Squads: Power armor, boltgun, bolt pistol, blind grenades, krak grenades
Incursion Squads: Power armor, bolt pistol, shock baton, blind grenades, frag grenades, krak grenades

SPECIAL RULES: Indomitable Spirit, Suppression Tactics, Tactical Fire Teams



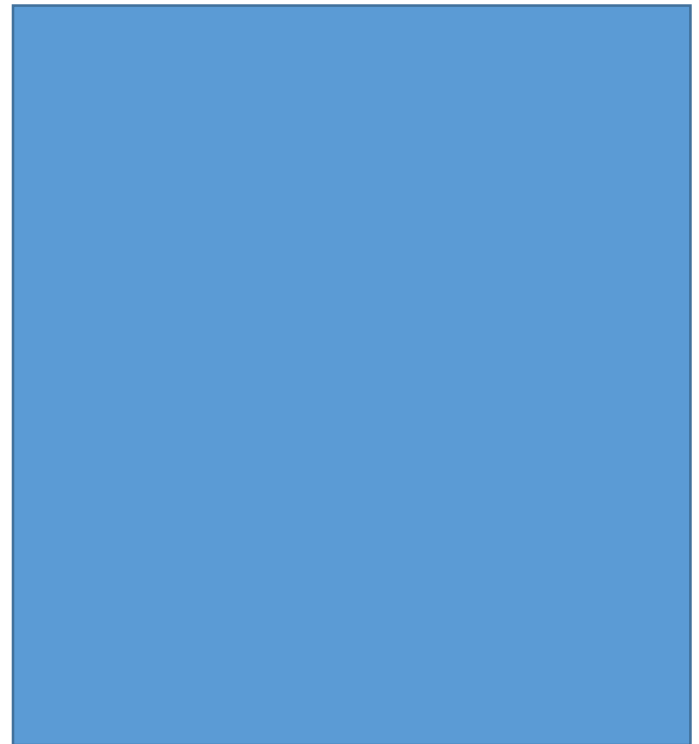
Knight Inductor Captain



Piloted by aspirants within Incursion squads, land speeders are highly mobile fire support craft capable of daunting maneuvers made possible through anti-gravity propulsion. Of all of the vehicles in the Knight's Inductor motor pool, land speeders are amongst the most well-maintained, with the chapter supporting both the more heavily armed Tornado and Typhoon variants in great numbers. As a Knight Inductor force tends to have limited mobility, many commanders within the chapter make extensive use of these vehicles.

Some of the Knights Inductor's greatest technological achievements owe much to the land speeder STC design, with the general-purpose gravitic manipulation theory being the foremost achievement of the Workshop Mechanicus. Thanks to extensive study, reverse engineering, and reconstruction over the centuries, the Knights have developed many unique tools of war that are all based off of grav-plates from the STC design. The land speeders themselves also serve as testing platforms for certain experimental vehicle war gear as well, usually carrying support tools to further enable the fire power of their comrades better.

certain experimental vehicle war gear as well, usually carrying support tools to further enable the fire power of their comrades better.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type:	Unit Composition:
Marauder Knight	4	4	4	6	2	4	1	7	3+	Infantry	10 Fuckwits
Marauder Veteran	4	4	4	6	2	4	2	8	3+		

WARGEAR: Power Armor, Bolt Pistol, Chainsword, Blind Grenades, Krak Grenades, Iron Halo

SPECIAL RULES: And They Shall Know No Fear, Independent Character, Indomitable Spirit, Suppression Tactics

Preemptive Strike: After the Seize the Initiative roll you may select one Knights Inductor unit with the Suppression Tactics special rule to make an out-of-phase shooting attack before battle begins. If you choose not to make a shooting attack, you may instead choose to relocate it up to 6". Any unit that uses Preemptive Strike to make a shooting attack in this manner cannot shoot in their Shooting Phase on Turn 1.

Mounted Assault: If an Inductor Captain commandeers a Space Marine Bike from the armory, his fellows with as well. If the Inductor Captain is mounted on a Space marine Bike, Mounted Knights become Troops choices.

OPTIONS:

- May replace bolt pistol with a boltgun *free!*
- May take a storm shield *+15 pts*
- May replace power armor with artificer armor..... *+20 pts*
- A Captain may take items from the **Melee Weapons, Ranged Weapons, Squad Issue Wargear, Special Issue Wargear,** and/or **Experimental Infantry Wargear** lists.
- A Captain may replace his power armor, bolt pistol, chain sword, blind grenades & krak grenades with Terminator armor, storm bolter, and power sword *+30 pts*
- A Captain in Terminator armor may only take items from the **Terminator Weapons, Special Issue Wargear,** and/or **Experimental Infantry Wargear** lists.

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